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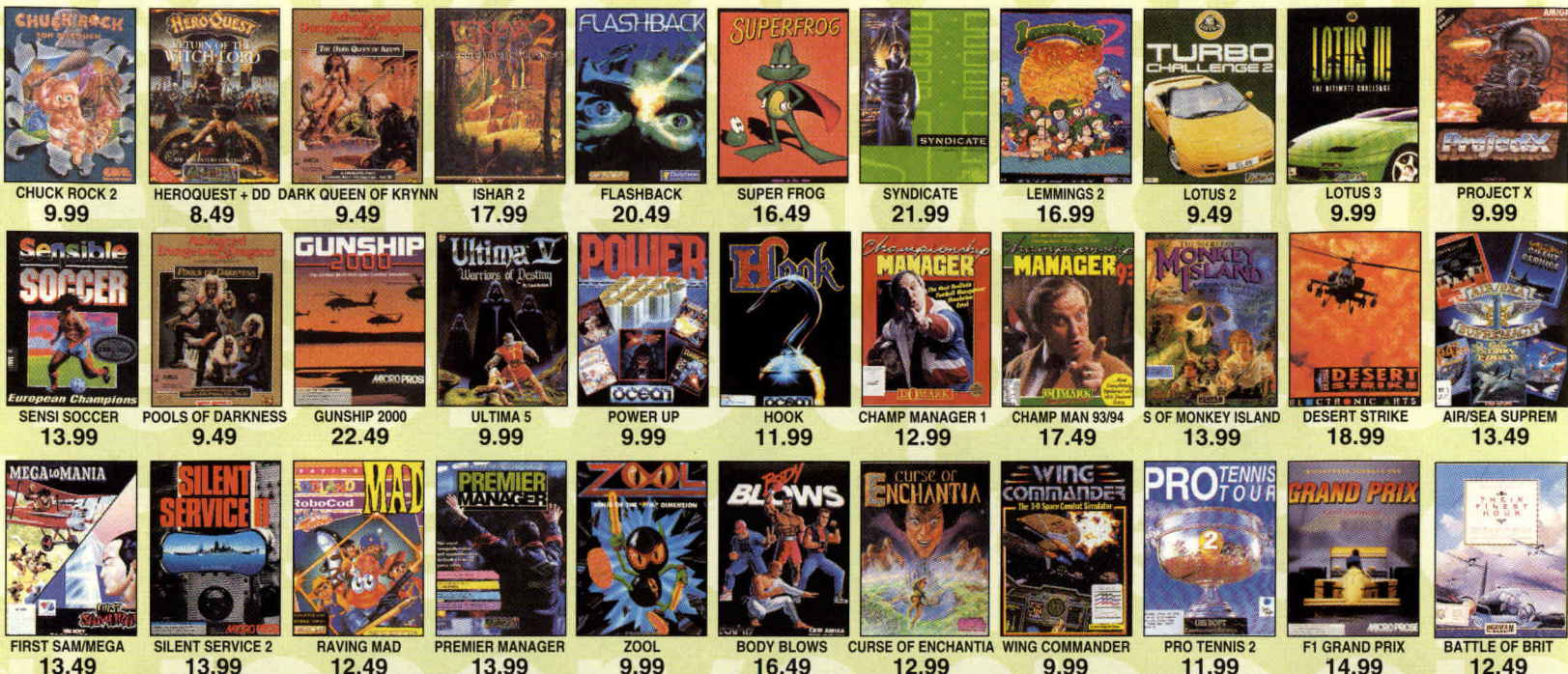
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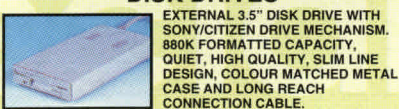
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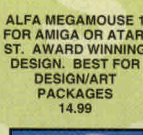
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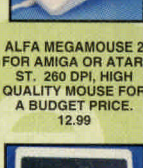
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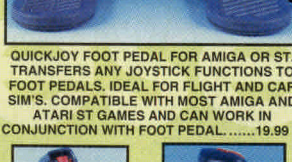
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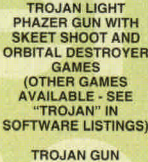
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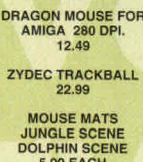
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Make sweet music with the latest stateside
package, run amok in the forest with our
very own Rally, and meet Jack The Ripper!

50 Reader Reviews

Zool takes it's first slating ever, and in most
bizarre fashion, we hear the views of a
games-playing mongrel. Let me out!

90 Budget Games

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but with racers, golf sims and a strategy
epic, the stingy blighters should be pleased.

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No "Nick's Gripe" this month - he's in a
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foreign readers it seems. Oh dear...

104 Super Leagues

The letters are flooding in already, and
we're gleefully hurling them at the bin. Read
and enjoy, but please, don't stress us out!

56 Reader Offers

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54 Public Domain

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for the refined - a nice game of chess.

94 Subscriptions

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99 Boggit's Domain

He's the smelliest man in the mag - we have
people in Belgium complaining of the fumes.
But he does know his adventure games.

110 Swap Shop

More furtive messages from dodgy geezers
in long macs, along with oodles of swaps,
cheapos and blatant rip-offs!

Win! Dracula videos -p36

If you're the kind of person who thinks Steve
McNally is scary (and he is... he is!), then Bram
Stoker's Dracula is right up your street. We've 15
copies of this superb video to give away, along with
a matching T-shirt for each lucky winner, for when
you spill the Butterkist. Budding Red Barons will be
pleased to know that there are more Air Warrior
goodies up for grabs, including subscriptions and
modems (page 32).



EVENTS

COVERDISKS

There's barely enough room to see the cover with all those disks, and there's something here for absolutely everyone. Take to the skies in a modern jet, save the world hand in hand with the biggest name in wrestling, and check out the latest adventures of Nicky Boom. And what do we ask for all this – more money? No – it's your everlasting love and gratitude we crave, and by God we'd better get it!



FEATURES



The CD32 is here! Take a quick look before the reviews start in earnest next month (page 86). Ever wondered how we spend our days? (Many times – Don). Find out in the first in an occasional series of backstage peeks at the industry (page 74). And for the adventure fans, we travel to Hull to bring you the very latest on Beneath A Steel Sky, from Revolution (page 16).

PLAYER'S GUIDES

We show how to do what the Americans couldn't – kill off the nameless mad dictator in War in The Gulf (page 76). Dave "freelance" Goodyear returns from his coma and beats the powerful Syndicate at its own game (page 82), while for the rather more sedate among you, we stoke up the fires and travel through the forbidding secrets of Transarctica (page 80).



CHARTS

Dave Lee Travis – disgruntled and let down by the startling new policies of Radio One, ditches his Sunday morning darts and joins the team with the hottest goss around. He's got the plan, he's the Action Man, er... he drives a van! Well maybe not, but the charts are here anyway, and how else could we fill this space?



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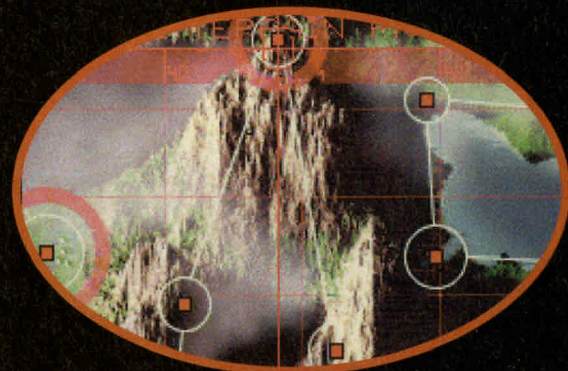
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Another feast of football for tyrants everywhere.

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A Psychosis Syndicate beater? Could be...

The First Word

Well, here we are again for another bumper feast of all things Amiga-like. John Archer joins us this month, fresh from academia, and along with Steve, who deservedly jumps up a rung on the ladder, will be helping to ensure that your favourite read stays at number one. We bid a fond farewell to Fiona "Techno Head" Howarth this issue – she's taking up a fresh challenge on the all new PC Action. The Summer scarcity appears to be over now, so here's looking forward to the Autumn, the CD32, and more Amiga games. Bye now

Paul Roundell

All Rally round

Virtual Reality car racing, is how Europress Software proudly describe their follow up to the successful Lombard Rally. The aptly named Rally, which is to be released in November, should prove, they say, to be one of the most realistic simulations ever.

It's based upon the British section of the World Rally Championship, and features digitised graphics of the actual route, complete with hazards, backgrounds, and even road signs!

The RAC-backed game provided the opportunity to sit behind the wheel of some of today's most advanced rally cars, as you travel in 3D over the actual route, with a computerised co-driver bellowing in your ear. Not only this, but with a 256 colour AGA version in the pipeline too, get set for a rough ride this winter...

The graphics are excellent, and if the gameplay matches, Rally will be a winner.



Better bring the snow tyres – it could be a slippery ride. Wonder if there's a "Hit Spectator" option?



Alien borne of Virgin!

Possibly the three most neglected Amiga titles ever are finally set for release. Bart Vs The World, Krusty's Fun House, and the eagerly awaited Alien 3 are finally on their way to the shops, through Virgin Games, who acquired the rights from Acclaim. Amiga Action refrained from reviewing the half finished products six months or so ago, so from next month we'll be able to tell you exactly what the games are like, complete with all the latest tweaking and general tidying up. Incidentally, Virgin Games is set for the chop! The company is changing its name to Virgin Interactive Entertainment, a name which will, says Chairman Robert Devereux, more fully encompass Virgin as they branch out into other spheres of the entertainment business.

Ripley is here at last, but what's all this – she's shooting the window cleaner!

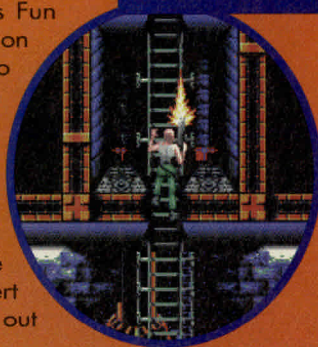


Table manners

Flipper mad 21st Century Entertainment are working on an enhanced CD32 version of their excellent Pinball Fantasies, which should be available when you're reading this. The original four tables are included, and although perhaps a new one would have been nice, owners of the funky new machine will be able to sit back and enjoy four times as many colours, and studio recorded true CD quality music. Rumours abound of an all new pinball game from the experts before too long, and as always, we'll keep you posted as and when things develop.



Jack the Ripper: a game that will no doubt be closely scrutinised.

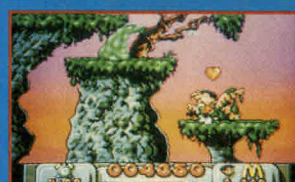
Mirage rip off!

Far be it from the humble Amiga Action to comment on the morality of games, but... a Jack The Ripper simulation? Not in the best taste perhaps. Mirage have put their time and effort into what may be the wierdest true-to-life game ever though, and one thing looks certain right from the off – it won't be easy!

It's a murder mystery in the most traditional sense, and since the crimes of 1888 were never solved, you'll need your best detective head on. The idea is simply to catch The Ripper before he commits another brutal murder, and the game's atmosphere will derive from the detailed pen and ink drawings, based on actual photographs of the 19th century Whitechapel and Spitalfields areas.

It's due out later this year – get ready for a storm of protest...

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NEWS



More than just a racing game, NASCAR involves complex planning and strategy too.

Hit the North

American giants Gametek are branching out into good old Blighty, with the opening of their – allegedly plush – new offices in Berkshire. As well as developing their own releases, Gametek will be overseeing the UK launches of Konami products, such as the imminent Batman Returns.

Marketing Manager Adrian Cale points out that Gametek "hit the floor running", so to speak, as they are geared up for development on every format, from SNES to Macintosh. And with deals already lined up with US television networks and toy company Fisher Price, Gametek seem sure to make an immediate splash.

Their first releases will be American Gladiators and Bill Elliot's NASCAR, with Batman Returns due in October.

On the bandwagon

If you live in, or are travelling to London later this year, than a stroll down Oxford Street should reward those with even one eye open with a revealing look at "the worlds biggest computer and video games department."

It opens in September in the massive HMV store, and on top of a posing area for "personalities" and expert games players, will boast – wait for it... 10,000 computer titles. With game prices across the formats averaging around £35-40, you'll need to win the pools twice if you want the lot. Or you could just blag Southampton docks.

Taking the Cos-Mickey

Cosmic Spacehead – now there's a nice name for Bruce and Demi's next kid. Too late though, because Codemasters are using the nomenclature for their snap-happy alien from the planet Linoleum.

Yep, that's right – just when you all thought there could be no more tenuous storylines left, they've come up with a real groaner. Cosmic Spacehead is an arcade adventure for the most part: our Cosmic needs a couple of photographs from Earth to take back to his kitchen floor-like home.

The earthlings are unwilling to let him snap away, and the aim of the game is to take a couple of illicit shots from each level before jetting back for tea. As well as full interactivity with the game's characters, Cosmic Spacehead will include many arcade sub games, and could be a bit of a stonker.



Left a bit, right a bit – can the fat lady in the middle breathe in please...



Feeling the way

What's happened to Zool 2 – hasn't everything gone rather quiet? Well yes, it has – Gremlin have been beavering away with some last minute additions to the game, which have taken their toll on production time. It's nearly complete now – Zooz and the rest are fully animated and wandering around the new worlds happily, and we should be able to bring you a full preview next month.

Seas of fire

Their football game is back on the rails, and with International Golf on the way, Ocean seem to be steering away from platform film conversions. Another unusual project for them is Inferno, a huge space trading game specifically for the A1200/4000. It's being developed by D.I.D. – renowned for their superb 3D sequences, and offers the space traveller a massive seven planet environment in which to make his fortune.

With deadly asteroids hurtling everywhere, and over 300 enemy craft to contend with on beautiful textured backgrounds – be prepared for war!



Meanwhile...Colin is having another late night, playing the best computer game in town.



Uh oh...major snak attack comin' on!!!

The intense visuals are taking their toll on Col!

Colin is downloaded into his computer...Whoaaaaaaaaaaaa

EXCELLENT, DUDE!



...but Colin won't be glum for long - he can take One Step Beyond to retrieve his Quavers!



NEWS →

Holly-weird

If there is one essential element in which video games are lacking, it is cute characters. So few and far between are these rosy-cheeked, sweet-smiling little blighters, that when, on occasion, such a game sprite does crop up, we all jump for joy in unison, with a collective shout of "Hoo-rah!"

That's a fib. Sarcasm. Unmasked irony. Call it what you will, because everyone knows that cute characters are two-a-penny, yet decent games containing these pantheons of platform japey are very rare. Fair's fair though – Flair Software have shown with Trolls that they are perfectly capable of producing top class platform games, and it is this kind of success that they are hoping to achieve once more with Oscar.

Oscar is, guess where? – in Jurassic Land. Will someone direct a film please. Quick!



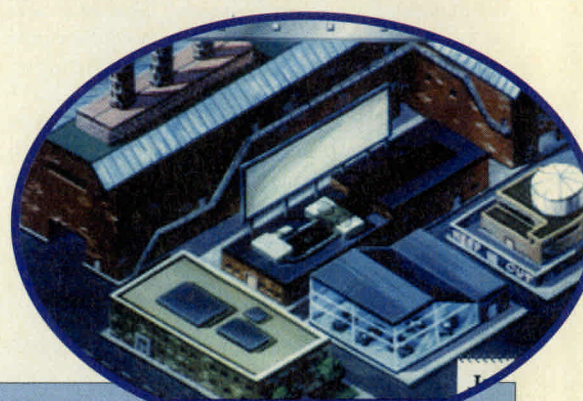
Oscar is a cinema mad teenager (Oscars – geddit?) who finds himself somehow wound up in the plot of a movie at his local Unit Four. In fact, not just one movie, but seven – and he needs to battle through these, finding – that's right – Oscars, before he can return to his home, and reality, once more.

Everyone likes to think they have a world-beater on their hands, but from early impression, Flair may be justified in proclaiming the colourful, fast-moving Oscar champion of the cuties. We shall see in September, on its release.

Choosing in

For those among you not content to merely fiddle with your joystick as a form of entertainment, Keys to Music may be of interest to you. It's produced by Pennsylvania based maestros, Electric Theatre, and is designed as a simple and fun way to learn how to write music or improve on your talent, using all the usual musical whatnots, such as scales, signatures, tempo symbols and the like.

It's very comprehensive, and relies in some parts on external peripherals such as midi sequencers and others, so only the musically minded are advised to look into it. It has a retail value of \$60 (about 45 quid) in The States, and more information can be obtained by ringing Electric Theatre direct.



It's Friday – the ball game is being played, and the Foreman is left to build the car himself.

Contacts

Impressions: 071-351-2133
Manga Video: 081-747-9080
ELSPA: 0386-830642
Electric Theatre: 010-1-215-379-4538
Flair: 0661-860260
HMV: 071-439-2112
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Gametek: 0753-553-445
Europress Software: 0625-859333
Virgin: 081-960-2255
Mirage:
21st Century: 0235-852852

Mike Yarwood meets Henry Ford

Impressions are back. Their last release, Cohort II, was a bit poor, especially since they made such an, er, impression with Caesar, but they're hoping for more this time around. DETROIT takes us away from the battlefield and into the boardrooms and assembly lines of the car capital of the world. It's a point and clicker – the points and clicks in this case determining everything from what tools you use, on which kind of vehicle, to the advertising medium of your choice, as you begin your hundred year quest for supremacy in 1908.

GLOBAL DOMINATON is billed as taking off where Risk ends: in other words, control your forces in such a way to secure the leadership of the planet.

THE BLUE AND THE GRAY is more familiar Impressions territory. Developed by Edward Grabowski, it takes in the American civil war, and is fought out on a full map of the old United States. This is pencilled in as a PC title at the moment, but seems likely to hit the Amiga too.

You will obey...

After the outcry surrounding that dreadful Sega game, a bunch of old men somewhere have decided that certain computer games are to be classified in much the same way as videos. The European Leisure Software Publishers Association (ELSPA, to its friends) will join the Video Standards Council, and legislate upon games which are deemed to contain excessively violent or provocative coverage of cinematic sequences.

It is unlikely that many games will be restricted, but hey – it's keeping people in a job, and we're all for that.



Muskahounds they ain't

The latest batch of Manga videos released in a couple of weeks, for those not content with watching cartoons of children's TV. Judge, Ultimate Teacher and 3 x 3 Eyes Part 2 bring us more of the corny but captivating cartoon sex and violence we've come to expect, and will retail at £8.99, with certificates of 15 and over.

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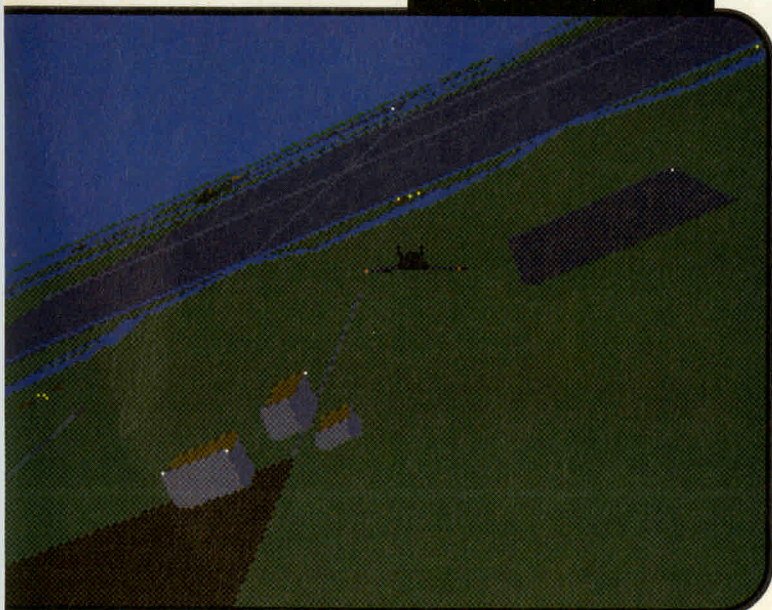
FREE T-SHIRT OFFER!
SEE TEXT BELOW

◀ In this aircraft you can be almost upon your target before they even know that you are there. This has distinctly obvious advantages to being spotted over a hundred miles away.

F117A

Following on from the enormous success of our Gunship 2000 coverdisk a couple of months ago, we can now bring you an exclusive mission from MicroProse's next epic flight sim, F117A Stealth Fighter. In this mission you must take off from Rhein-Main, destroy your primary target – the headquarters at Lukow, move on to your secondary target – the bridge at Lodz, destroy it and land at your base in Gutersloh. To load the demo, bang the disk into the drive and turn on your machine. When the menu screen appears press F1 and you're away. Unfortunately this demo only appears to work on an A500, but hey, that's life I suppose. Oh, by the way, there's a bit of a bonus connected to this demo. Trundle along to any Virgin store, coverdisk in hand, buy a copy of MicroProse's forthcoming Dogfight, and present the lovely sales assistant with your disk. You will then receive a brand spanking new t-shirt that's probably 100% cotton and comes with sleeves and everything! What more could you ask for?

▼ There are some lovely outside views in F117A Stealth Fighter. Shame they serve no useful purpose really, isn't it!



Keyboard Commands

- 1 Flare
- 2 Chaff
- 3 IR Jammer
- 4 ECM
- 5 Decoy
- 6 Gear Up/Down
- 7 Auto Pilot On/Off
- 8 Bay Doors Open/Close
- 9 Extend/Retract Flaps
- 0 Brakes On/Off
- + Increase Throttle
- Decrease Throttle

BACKSPACE OR JOYSTICK FIRE BUTTON Fire Cannon

RETURN Fire Weapon

SPACE Change Weapon Bay

/? Track Camera Ahead

> Track Camera Rear

< Track Camera Right

M Track Camera Left

N Designate New Target

B Select Target

Z Zoom Tactical/Outside Views

X Unzoom Tactical/Outside Views

Alt P Pause

Alt D Detail Level Adjust

Alt T Activate Training Mode

Alt R Resupply (Training Only)

F1 Cockpit

F2 Change HUD Mode (Ground/Air/NAV)

F5 View Weapons

F7 View Waypoint

F9 Instrument Landing System On/Off

F10 View Mission Orders

Outside Views

SHIFT F1 Slot View

SHIFT F2 Chaseplane View

SHIFT F3 Side View

SHIFT F4 Missile View

SHIFT F5 Tactical View

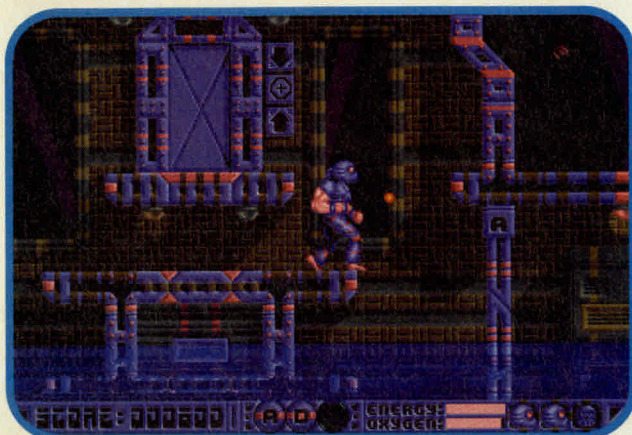
SHIFT F6 Inverse Tactical View

SHIFT F7 Multi View

The plane movements (banking etc) are controlled by the joystick. To take off press plus until thrust = 100 (maximum thrust) now coast along the runway and pull up at the end. Press 6 to raise the landing gear and you're airborne.

F117A
PUBLISHER: MicroProse PRICE: 34.99 TEL: 0666 504326

DEEP CORE



Underwater extravaganza Deep Core is causing ripples in the office with it's excellent blend of high tension, excitement and atmosphere. Well now it can cause a flood in your homes as well, courtesy of our coverdisk demo.

As Captain Dawnrazor you must enter a deep sea nuclear research station in an attempt to discover the fate of the missing occupants.

The demo has all the elements of the finished version but has been vastly cut down for obvious reasons. Playing the demo is simplicity itself. Movements on the screen correspond to your joystick movements, and the firebutton will fire whatever weapon you have at the time. To collect objects, just walk right over them.

Now you have a chance to help out U.S. Navy Captain Dave Dawnrazor.

To load the demo, put Disk 1 into the drive and turn on the power. When the menu screen appears press F2 and the demo will load.

If you're sad enough to be a fan of all that WWF malarky, chances are you will be a big fan of 'The Immortal Hulk Hogan'. If you are then this demo is especially for you. Alternative Software have come up with the money spinning scheme of basing a game around the 'Hulkster's' finest hour, the blockbuster movie Suburban Commando.

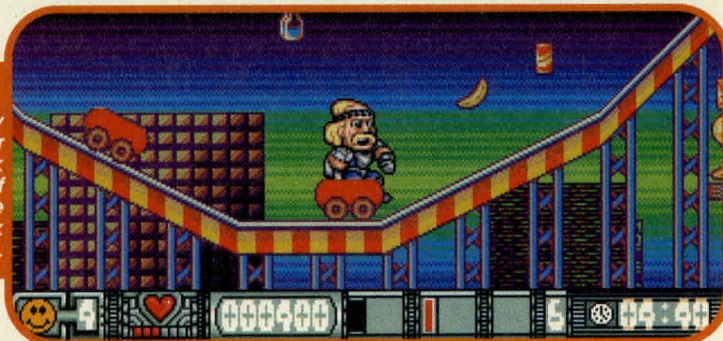
In this demo, part of the city level, you get to play the man himself, kicking and punching your way through the bad guys.

To load the demo put in disk 2 and turn on the power. The demo will the autoboot.

One more thing. If at times you see a load of corrupted images on your screen, don't panic, your disk is not faulty. Unfortunately, when the disk was packed, still screenshots of the film became damaged. Fortunately, the demo itself is still perfectly alright, so nothing really important has been lost.

SUBURBAN COMMANDO

There are thrills and spills aplenty for you in our coverdisk demo of Alternative Software's Hulk Hogan 'em-up.



NICKY 2



The only suitable word that we can come up with to describe Nicky 2 is romp - absolutely nothing else will suffice!

As if all that wasn't enough, also there for your delectation is Daze's cute and colourful platform romp, Nicky 2. To be honest, there really is absolutely no need for any instructions to this game, other than for loading. If you have ever played a platform game you will be instantly at home with this.

In the first game, Nicky had to rescue his grandad from the clutches of the evil witch. Having done that the witch's evil sister has reaped her revenge by placing a curse on the forest. Once again you must save the day.

To load the demo, place disk three in the drive and turn on the power. Press F2 and the demo will load.

DUFF DISKS

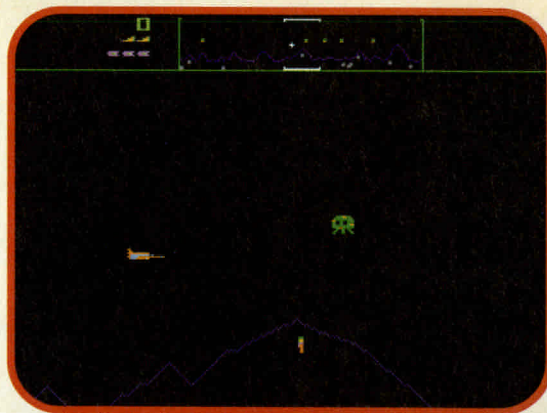
Having problems with one of your coverdisks? Please don't write to us, write to Duff Disks (Amiga Action), TIB Plc, TIB House, 11 Edward St, Bradford, BD4 7BH, who will sort out your problem for you. Unfortunately we are unable to reply to any letters or return any disks which get sent to the Amiga Action offices. Sorry folks!

DEFENDER

It's a bit of a Public Domain spectacular this month, thanks to our three disks. On disk 1 is Defender, and anyone who has been around computer and video games for a while will need no introduction to this.

It is the all time classic shoot 'em-up, with millions of fans worldwide. Basically, aliens are attacking a planet and carrying off the humanoid inhabitants. It is your job to save the inhabitants, and wipe out all of the aliens. Once you have done that though, you cannot afford to rest. You will constantly be attacked by wave after wave of the little blighters, so you cannot relax for a second.

The game is joystick controlled, and loading it couldn't be simpler. Put in disk one and turn on the power, when the menu screen appears, press F3, and in a few seconds the game will load.



Defender is a top game, and we'll have serious words with anyone who says different.



There's nothing like a nice sick shoot 'em-up to liven up a hot summer's day.

SMURF HUNT

Fancy a little something a touch on the sick side to brighten up your day? Remember the Smurfs? Those annoying little blue things with the high pitched squeaky voices? Well now you can exact a terrible revenge by wiping them out with a big gun.

Watch in amazement as the blood seeps from the broken body of a Smurf. Move up the screen and take out a few more. There's nothing quite like it.

To load the demo put your workbench disk in the drive. When it has loaded up put in disk 2. When the disk icon appears, double click on it. A Smurf Hunt icon should appear. Double click on it and the demo will load.

WINNING POST

This demo could just save your life. If you are hooked on those gambling machines, pouring money into them endlessly, then your worries are over. The Winning Post is a comprehensive Fruit Machine simulation, which should hopefully quell those damaging urges.

Now for the loading instructions. You must have figured this out by now, but if I don't go through it again I can guarantee we will be answering 15 calls a day from frustrated readers. Bung disk three in the drive and turn on the power. When the menu screen appears, press F1 and the demo will load.



Mental Image claim that their game is the most advanced of its kind, for graphics and options alike.

KICK ASS !

ALIEN BREED 2... coming soon from



TEL: 0924 201846

KICK ASS !

BOTTOM: Robert Foster wangles his way into the city and finds a sinister development in the form of regeneration tanks.

BELOW: The revolution team in all their glory, dedicated to the concept of game design and quality. "We're very pleased with what we've done, but there is so much more we can do", they say.

RIGHT: Foster wanders through the city with the character chip of his robot Joey, solving problems and piecing together clues. Not bad for a guy whose clothes are cast-offs from a 70's space series!



work in progress



BENEATH

While the applause rang long and loud for Lure of The Temptress, Revolution Software were convinced that they had barely scratched the surface of their talent. Two years on, an adventure that even Harrison Ford would think twice before embarking upon, begins to take shape...

BY: **PAUL ROUNDELL**





RIGHT: Each screen begins life as a humble drawing, and must be carefully painted before it even gets near a computer.

LEFT: Once the backgrounds are ready, the sprites need to be created and dropped in. Great attention is given to perspective, and every single object is perfected to the nearest detail.

BELOW: All the characters in the game are interactive, and will provide you with just enough clues to reach the next stage of your quest. At no point are you fully aware of the precise nature of your mission.



ress

A STEEL SKY

Hull. Say it to yourself, out loud – "Hull." What do you think – has it got a ring to it? Is this the kind of name that you could readily accept as a breeding ground for the very finest graphic adventures produced? Do you believe that this modest North East town in the shadow of the Humber Bridge could become synonymous, along with a little known development team, with myth, magic and fantasy, and become a romantic gaming encampment on a par with California and Lucasarts?

Whether you do or you don't isn't really important. The small group of people who clock into work in a converted suite of offices above a noisy arcade on Hull's main street hold an opinion, and it's that which counts, for the moment at least.

These people are Revolution Software, and their aim is simple – to become the recognised world pioneers in, and number one exponents of, producing adventure games.

That's nice. That's great. Everyone has to have a dream, and Revolution won't be the only ones in the world aspiring to these heights. But there is an irrefutable and steadfast concept behind their particular predilection for recognition – belief.

Lure of The Temptress, if not perhaps a surprise success, certainly planted a big smile upon the collective face of Revolution Software, who, through Virgin, and ultimately just about every software shop in the world, were able to go some way towards proving that they were in no way "Small Fish" in the development of interactive games. The same team have spent much of the interim working on their follow up, the futuristic cyberpunk epic, Beneath a Steel Sky.

In this case, epic, is not a word used lightly. It would be wrong at this stage to give too much away (and besides, we probably wouldn't get a nice boxed

copy if I let my tongue wag), but say for instance that the game was split roughly into five sections, and just say that one of these sections was larger than L.O.T.T. in its entirety – you'd begin to get the picture then, right?

On top of his role as project manager, Charles Cecil – along with Dave Cummins and Dave Gibbons – is responsible for the game design of Beneath a Steel Sky, something which he and the rest of the Revolutionaries believe is of absolute and utmost importance in any project.

Dave Gibbons, for those not in the know, is responsible for the critically acclaimed Watchman graphic novel – a piece of work which earned him recognition throughout Europe for its distinctive style. "I first came to know Dave during my days as Development Manager at Activision, and was keen to work with him on a computer game when the right project came along", explained Charles.

"As well as the game design, he's done an eight page introduction, in the form of a graphic novel – since this is where Dave's real talent lies. No-one usually reads the introduction to a game when it's in the manual, and it is really important in this case to set the scene."

The "other" Dave is a full time author, responsible for all the interactive text within the game – as he was for L.O.T.T. – and again, despite the relatively serious theme of the game, has managed to instil a genuinely humorous vein that runs throughout.

One of the aims of Revolution, and Charles, is to take their games a step further in the graphical sense. "Our industry is so young that we have a lot to learn from films, comic books and others – such as the angles and shades, for example", added Charles.

"We're putting a lot of work into liaising with people who know about cinematic effects, simply because it would be very arrogant and complacent not to, as they know so much more than us. We know how to make interactive games – that's our strength. I don't think it's a pretentious thing to say that we want to make interactive movies. It would certainly be pretentious if we turned round and said we are making interactive movies, but that is certainly what we're aiming at."

Charles is very proud that Revolution are able to shine as much as they do, even at this early stage of their collective career, especially when considering who the main competition in this field is.

Many locations in Beneath a Steel Sky contain elements of great danger. Beware of the characters who appear over-friendly, as everything is not as it seems, and the chances are you'll end up in a shallow grave! Nasty...

work in progress BENEATH A STEEL SKY

"Primarily our competition is the Americans. They have, say, 300 programmers, whereas our team consists of 11 – but I don't see why we can't compete. My job is obviously to manage, and make sure everything is co-ordinated, but we are very well focused, and everyone here knows everything that happens in Beneath a Steel Sky. In the States, for example, Microsoft are finding that they are just too big."

It's the Law of Diminishing Returns (or so my economics teacher used to say), whereby once those contributing to a project, or product, exceed the number required to carry it out well, production is slowed up by the confusion and unnecessary interaction that ensues. Irrelevant, but true...

"A game design comes from a small group of people – why should a large team in America be able to do it better than us?", Charles continued, "One area in which we have been complemented in the past is in the amount of detail we cram into our games. You see, we realise just what a tough challenge we face, and we like to



RIGHT: Part of Dave Gibbons' graphic novel intro. It's separate from the manual, and pretentious though it sounds, does set the mood well.

LEFT: Each sprite will have a large number of animation frames...

It is generally accepted by the elders of the village that a day will come when those from the city will come to take him, although no-one is prepared to say why. The day duly arrives, and the men of the city arrive in their craft with promises that the village will be left unharmed providing Robert gives himself up. He does (along with the character chip from his trusty robot, Joey – very important in the game, this is!), and no sooner is he on board, than the village is reduced to ashes.

During the journey he learns a few secrets about how the city is controlled – mainly that it is heavily reliant upon a massive computer, called LINC. A failure in the craft means Robert endures the second air crash of his life, and escapes into the inner reaches of the city, to discover more about LINC, and it transpires, about himself.

All of this is covered by Dave Gibbons' introductory graphic novel, and right from the start of the game, the Virtual Theatre engine ensures that you

"A game design comes from a small group of people – why should a large team in America be able to do it better than us?"

think we've risen to that. In fact, if you measure the product releases of ourselves and the large American companies, you'll find that we are two to three times more efficient."

Another Revolution innovation is the concept of 'Virtual Theatre', used in L.O.T.T. and again in this case, but it is, on top of anything else, in Charles's words – "A lot of hard work!"

Many of Charles's hopes for the game are becoming reality. The graphics are excellent, taking full advantage of what is fast becoming regarded as a very basic 32 colour palette, through usage of some sophisticated and painstakingly initiated shading and lighting techniques.

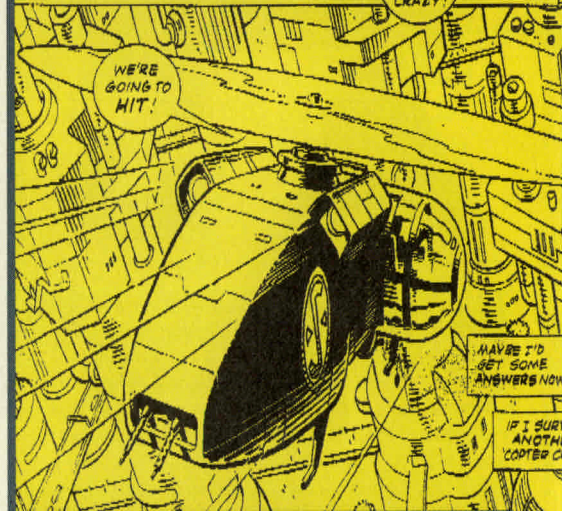
As one might expect from a futuristic game, government has broken down, and the world's economy is run by a handful of corporations. The player controls Robert Foster, who for most of his life has lived in a small pseudo-village on the edge of a mysterious and unreachable city, since his rescue as a baby from an air crash in which his mother perished.

will be captivated from beginning to end. For instance, if a sprite is carrying out a function which requires him to leave the game screen, rather than locking up play until the character returns, you are given the chance to chase him and witness what he does, supposedly out of sight.

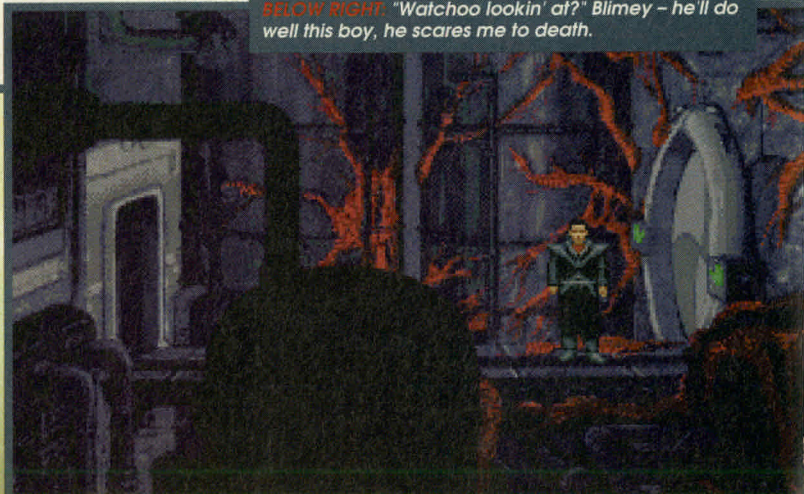
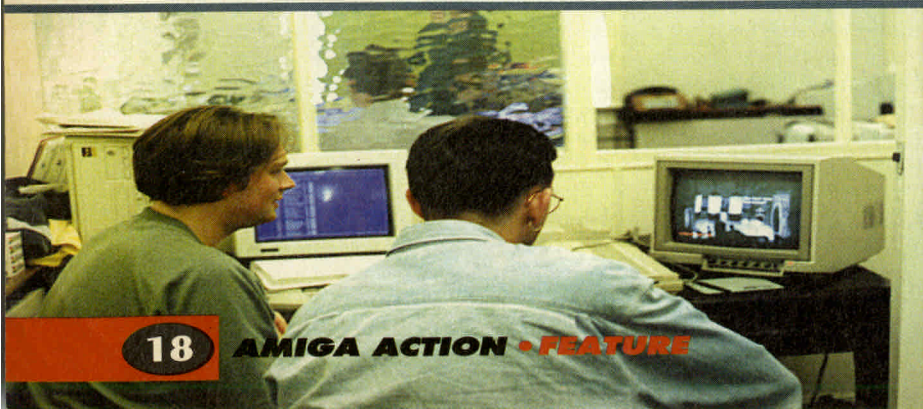
Revolution write everything in machine code, which basically means that every command they program in is carried out by the machine, without being subjected to various translations, and dilution of the original idea.

"The Americans traditionally had better machines to work with, whereas until a few years ago, we were still writing for tape games on the 8-bits", said Charles, "Now the playing field is more or less level, only because we're used to lesser powered machines, we've had to hone our coding techniques to squeeze stuff onto cassette."

"Being a British programmer right now is very exciting." **AA**



ABOVE: Robert Foster strides proudly forward into the city, unaware of the fact that he is but a generated sprite with a piece of tin as his best friend.
BELOW LEFT: "But before you go, let me show you one more thing!" Revolution are proud of their achievement, and rightly so – it's going to be huge.
BELOW RIGHT: "Watchoo lookin' at?" Blimey – he'll do well this boy, he scares me to death.



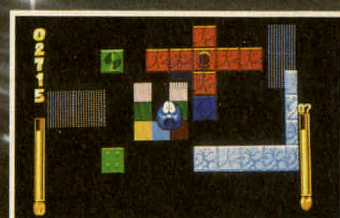
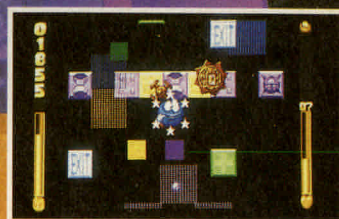
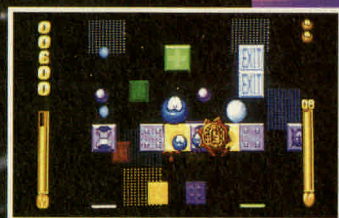
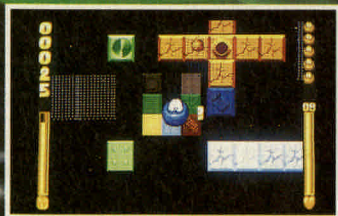
BLOB

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Live life on the edge - experience BLOB



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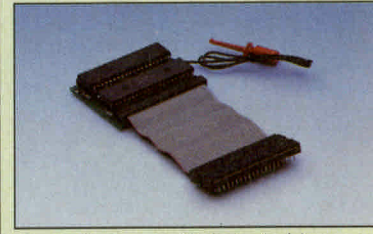
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CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	13	SYNDICATE	ELECTRONIC ARTS	£34.99	STRATEGY	93%
2	5	GOAL!	VIRGIN	£30.99	SPORTS SIM	88%
3	1	GUNSHIP 2000	MICROPROSE	£34.99	FLIGHT SIM	91%
4	3	CHAMPIONSHIP MANAGER '93	DOMARK	£25.99	SPORTS SIM	78%
5	4	WORLD CLASS CRICKET	AUDIOGENIC	£29.99	SPORTS SIM	59%
6	2	FLASHBACK	US GOLD	£30.99	PLATFORM	92%
7	★	DUNE 2	VIRGIN	£30.99	STRATEGY	88%
8	8	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
9	6	DESERT STRIKE	ELECTRONIC ARTS	£29.99	SHOOT'EM-UP	90%
10	★	FORMULA 1 GRAND PRIX	MICROPROSE	£34.99	SPORTS SIM	91%
11	9	BODY BLOWS	TEAM 17	£26.99	BEAT'EM-UP	92%
12	★	SPACE LEGENDS	EMPIRE	£29.99	COMPILATION	84%
13	10	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
14	7	REACH FOR THE SKIES	VIRGIN	£30.99	FLIGHT SIM	93%
15	12	THE CHAOS ENGINE	RENEGADE/MINDSCAPE	£25.99	SHOOT'EM-UP	92%
16	11	A-TRAIN	OCEAN	£29.99	STRATEGY	84%
17	18	STREETFIGHTER 2	US GOLD	£27.99	BEAT'EM-UP	90%
18	16	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
19	★	BLADE OF DESTINY	US GOLD	£39.99	RPG	N/A
20	★	WALKER	PSYGNOSIS	£29.99	SHOOT'EM-UP	89%

★ = RE-ENTRY ★ = NEW ENTRY

Gunship 2000 had a short lived time as the top dog, but there can be no disgrace in losing out to the awesome Syndicate (seen our GTGA by the way?). Goal takes up a deserved position at number two, while further down the chart, Lemmings 2 slips another couple of places as it heads towards obscurity. Dune II zooms into the top ten in its first month of release, but the surprise of the month is MicroProse's F1GP – back up to number ten after umpteen months in the shops. Goochie's cricket is hanging in there, but look out for the data disk next month...



▼ Gunship 2000: stunningly good flight sim and more than worth the wait. Plenty of pretenders to its crown though...

ACTION REVIEWS

This month we've left no platformer unjumped, no RPG unexplored, no flight sim unflown, no shoot'em-up unshot, no beat'em-up unthumped and no strategy game un... erm... strategied. And why? To bring you the finest reviews.

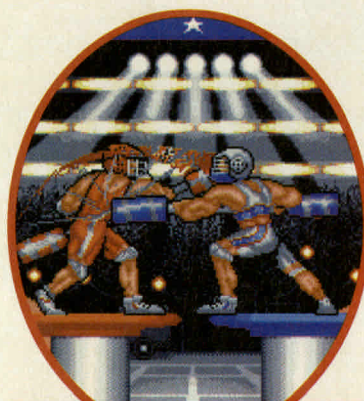
INSIDE...



HIRED GUNS

Pick four hard dudes with unlikely names, and head off for some nifty killing in the green and pleasant land of Graveyard.

p38



AMERICAN GLADIATORS

Yes! It's the moment you've all been waiting for! Now you can join in some merry japes with those muscle-bound buffoons.

p34

SOCCER KID

Platform games have always been popular, and football games even moreso, so Soccer Kid might just be a bit of a treat.

p24



THE PATRICIAN

With all the latest exciting goings on in the field of European exchange rates you might be forgiven for thinking foreign trade is not much fun. See for yourself...

p44



SUPER LEAGUES

How does Soccer Kid measure up to the rest, and are the American Gladiators really all-conquering? Find out by turning to page 104 right now!

HOW WE RATE THE GAMES...

THE LOW-DOWN

PUBLISHER: Global
CONTACT: 0753 686000
TEAM: Vision Software
PRICE: \$25.99

SCORING

GRAPHICS 78%
SOUND 84%
PLAYABILITY 82%
DIFFICULTY A CINCH

A meander into Woody's World will no doubt delight and please. Full of vibrant colours and enticing gameplay, you'll be playing Woody's World with a warm smile. The difficulty level is too easy, however, while the problems and obstacles remain simple, ultimately becoming very predictable. A solid and unobtrusive platform effort that, as a whole, will probably not disappoint buyers but it doesn't offer too much to inspire either.

REVIEWED BY: Alan

SECOND OPINION

Woody's World offers little in the way of originality and is also burdened with a very questionable level of difficulty. The game is enjoyable while it lasts, it's just very much a case of when it all begins.

OPINION BY: Steve

OVERALL SCORE

75%

Release details

You will find out who is releasing the game, how you can contact them, and the price.

Graphics

Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound

Scored in a similar way to Graphics

Playability

Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty

We now rate the games according to the following categories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

Comment

Find out our overall impression of the game here, and whether it's worth buying or not.

Second Opinion

On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

Overall Score

Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.

ALSO FOR YOUR DELECTATION

Napoleonics, Sim Life A1200 version, A320 Airbus USA, Blob, Deep Core and Super Sports Challenge.

ACTION REVIEW PLATFORM

He's got the skill, he's got the style, and he's the only English footballer en route for The States...

SOCC

You may or may not have noticed by now, that if there is one thing I like in a game, it's originality. Sure, I enjoyed Nicky 2, which has possibly the most tedious storyline ever, and I am very impressed with F117A, which – let's face it – hardly breaks new ground for MicroProse.

Software companies aren't run by idiots (with the possible exemption of Mirrorsoft, whose boss was so stupid he took a dive without



▼ **HOMETOWN:** Cyclists and builders are a hazard down your street.



▼ **LONDON:** Rugby players storm the capital! Stay out of reach – he's mean.

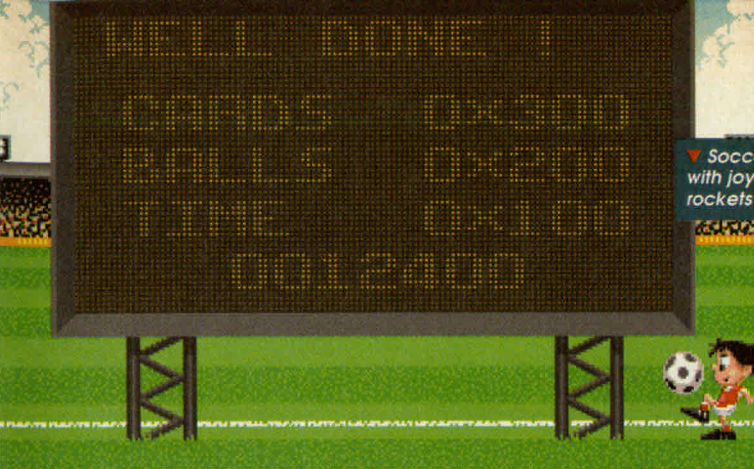
▼ **ITALIAN RUINS:** The pizza scoffing stone masons don't take kindly to soccer mad English lads...



▲ **COUNTRYSIDE:** A quick overhead kick sees off the carefree carp.



▲ **VENICE:** A swift kick to the shins takes care of the Cometto pedlars.



▼ Soccer Kid jiggles with joy as the tally rockets upwards.



▲ An ugly person in a footy kit in front of the house of commons? It's David Mellor, isn't it?

ER KID

learning to swim) – they can make a reasonable game out of even the thinnest of plots, or most copied of ideas, but considering the amount of gear on the market nowadays, it takes a special kind of talent to create a complete game – storyline, plot, and all – entirely from scratch.

Soccer Kid is a platform ro— ... er, it's a platformer, and as such doesn't readily lend itself to the concept of originality, especially since it contains the dreaded "Cute Character". But stick a football at his feet, bless him with some Giggs-like skills, and you're faced with a

▼ FROZEN FOREST: Flying headers are a good idea against the huge frenchcoated Russian guards.



▲ RIVIERA: It's Brucie on a moped! A casey in the carb will sort him out.



▼ RED SQUARE: Athletic assassins assault from all sides – it'll take speed and skill to get away.



▼ JAPANESE COUNTRYSIDE: The crusty old Sage pokes a chopstick in your eye. It's time he took a backheel to the head!



▼ RUSSIAN BATTLESHIP: What happened to Glasnost? The captain must have been at sea when it came about.

whole new ball game – if you'll pardon the very weak pun.

Soccer Kid (who was evidently christened by extremely intuitive parents) was sitting agog in front of his television, eagerly awaiting the beginning of the 1994 World Cup final, when before his very eyes, the stadium was plunged into darkness, and much to everyone's surprise, a spaceship appeared, and the famous old Jules Rimet Trophy disappeared from view!

No-one knew quite what was going on, but one thing was for sure – Soccer Kid was outraged. The spaceship – "manned" by the evil alien Scab, who's

partial to glittery trophies it transpires – collided with an asteroid on leaving the earth's orbit: the World Cup broke into five pieces, all of which landed somewhere back on our planet, and, despite being about seven, and probably never having walked home from school on his

own before, SK leapt from the settee, dashed from his house, and embarked upon the mission of a lifetime – the restoration of the World Cup to its rightful place. Hoo-rah!

Unknown to SK, but known to us, the valuable trophy pieces have scattered across the globe, and must be retrieved from England, Italy, Japan, Russia and the USA. Quite a tall order for a little kid.

Each country is divided into three levels, made up of typical scenery from that part of the world, which more often than not, are then split into a further two levels, making the game a not inconsiderable challenge, to say the least.

Skills 'n' thrills

As you would expect from a person with such a name, SK, despite his tender years, is a bit on the special side when it comes to ball control and general footy skills. Krisalis have implemented a huge range of trick shots for their hero, and rather than being a diversion, the whole game is built around these ball skills in a quite magnificent way.

Now don't go thinking that SK is simply a matter of running through the levels, dodging or defeating the adversaries, and picking up the pieces of the cup. It isn't quite that simple.

Each scene from within all the main levels in the game contains 11 football cards. It is possible to complete the levels without collecting all of these (provided you do so within the time limit), or even any of them, but it is the collection of all the cards from a level that gains you entry into the bonus game, where an all-important piece of the World Cup awaits.

Many of the cards are hidden away in difficult-to-reach places, especially in the later stages of the game, and it is one beauty of the way in which SK is designed, that you are given three chances on every level to pick up the cards and rescue the piece of cup.

Despite the undeniable platform arena in which he finds himself, SK refuses to stoop to jumping on his enemies' heads in order to reach his goal (pathetic pun number two – I know). He's got a football and he's gonna use it!

The actual SK sprite – though cute to the point of loathsomeness – is brilliantly animated, and in normal mode runs quickly and smoothly with the ball almost glued to his feet. Nobody he comes

across seems to give a damn about the World Cup, because all offer some resistance to his cause in some way. Much of the time a well placed ball to the shins, or whichever other parts of their anatomy may be in SK's line of fire, sees them spinning from the screen and into Video Game Bit Part Heaven. Others require more severe treatment, and it is in these cases that the trick shots, manipulation, and vast array of moves come into their own.

Derek the builder, for instance, who crops up frequently during your trip through the busier areas of England, needs two knocks with the ball before he and his Workman's Bottom are dispensed with. The first kick is easy enough to deliver: SK is moving at a fair pace, and as soon as the burly construction worker appears on screen wielding his spanner, a simple joystick tap sees Derek temporarily dazed.

But he's made of stern stuff, as are many more adversaries – and more frequently – later on. Before you've had time to turn around and hit him again, the chances are he'll have thrown his spanner at you in a very accurate manner, either relieving SK of some valuable energy, or taking one of his three lives. Luckily, you are able to implement a nifty back-heel, meaning that as soon as you have passed Derek (or the angry farmer, or the big rugby player, or whoever), a reversal of the joystick followed by another quick tap, will deliver a second blow before he's fully recovered from the first. And since you are now past the foe and still running headlong, the chances of injury are nil! Oh yes, and the ball comes straight back to you as it rebounds from whatever surface it hit...

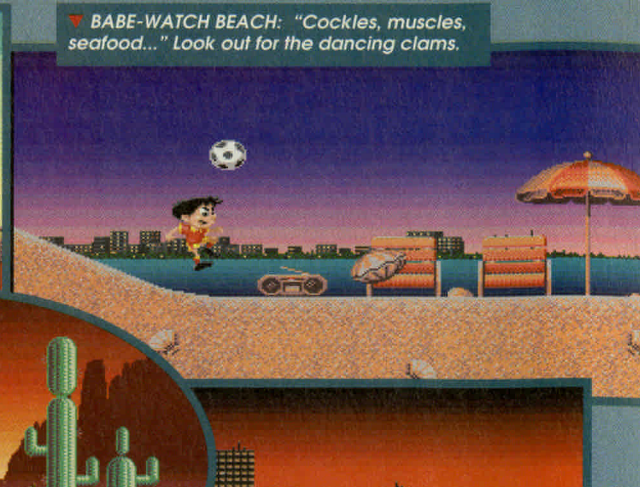
Every piece of scenery in SK is relevant to the level which it represents, and unlike many games, you are able to use the background scenery to good effect too. After running past a tree, you may well spot some bonus items or a football card, in the uppermost branches. Using your talents, you can either kick the ball (or head it, if you're good enough) at the object, or use the ball to reach the tricky position.

The World Cup might be number one on your shopping list, but other items can provide you with

▼ **BULLET TRAIN:** Kid struggles for balance as the coal moles launch an attack.



▼ **BABE-WATCH BEACH:** "Cockles, muscles, seafood..." Look out for the dancing clams.



▲ **FACTORY:** Not the best of hiding places, son. Bring us a walkman back with you.

▼ **WILD WEST:** You can't beat a nifty kick by the campfire...



▲ **THE CITY:** They say the Big Apple is rotten at the core. This guy's finding out for sure.

various power-ups, or just points bonuses, which, along with the number of trick shots you successfully implemented against the baddies, are tallied up on an electronic scoreboard at the end of each level.

Soccer Kid's football simulates the real thing very realistically indeed. If kicked against a wall, or similar object from close quarters, it rebounds at great speed, and may become lost or punctured if it strays too far, meaning one of the spares will have to be used. A certain amount of balls are allotted to you at the beginning of each section: you can use more, but won't gain any bonus if you do.

There are certain parts of the game where the football becomes a hindrance, and is best left behind and recalled later. Similarly, there are also places which are simply unreachable without the trusty pig bladder.

Joyful and triumphant

Having hopefully ascertained by now that SK is nothing less than a joy to play, it has to be said that the graphics are superb too. In each level they brilliantly and comically portray precisely the stereotypical image of that part of the world, and are set on a detailed parallax background, accompanied by real, relevant and listenable tunes. And there's even a kit design option too!

If I were to lodge one tiny gripe at this brilliantly simple game, it would be that the difficulty curve is rather steep. After one or two attempts, the initial English level will become no problem, but as soon as SK hits Italy, in the form of the ruins, the poor lad's head must swim with the amount of problems he's given! There are no level passwords either, but to be honest, the game is so much fun that you'll be more than willing to go through it all again. And again, and again, and

THE LOW-DOWN

PUBLISHER: Krisalis
CONTACT: 0709 372290
TEAM: In-House
PRICE: £25.99

S C O R I N G	
GRAPHICS	88%
SOUND	90%
PLAYABILITY	94%
DIFFICULTY	Spot On

Soccer Kid is the finest blend imaginable of gripping graphics, superb sound, perfect playability and fast, fantastic fun! I don't want to be here writing this, I want to be playing the game. Krisalis have spent much longer than they intended on getting this just right, and games players everywhere should thank them from the bottom of their hearts. It's an absolute masterpiece from start to finish, and to say otherwise would be a travesty.

REVIEWED BY: Paul

SECOND OPINION

There's little I can add to Paul's glowing testament, but I fully endorse every single bit of praise. Soccer Kid is brilliant, and will be remembered for years as a classic platformer. Or should be.

OPINION BY: John

OVERALL SCORE

93%

STRIKE FORCE

KNIGHTS
of the
SKY

Aces

OF THE GREAT WAR

X5 NRG "A combination of Multi-player aerial and tactical combat that requires only one computer, this can't be beaten".

AMIGA FORMAT "2 player mode offers extra dimension to game scenario".

AMIGA ACTION "The presentation is a plus, being of a high standard with a vast array of menus".

AMIGA POWER "It's detailed scenery, suitable sounds and splendid sense of World War 1 wingmanship is top hole" 87%.

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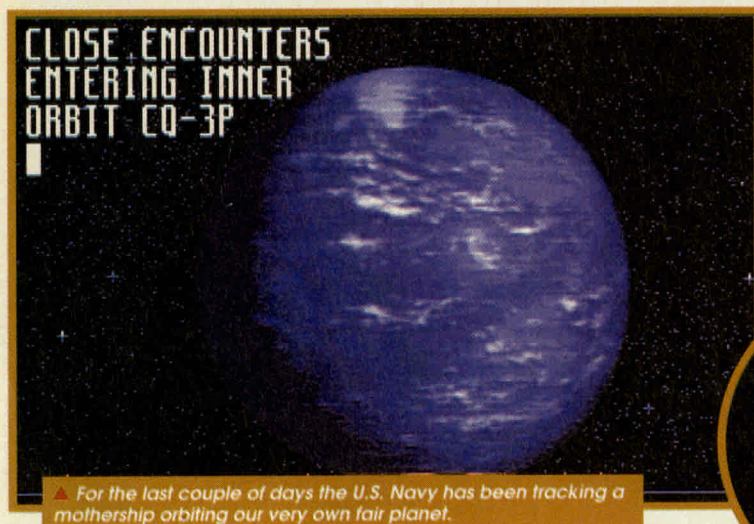
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ACTION REVIEW PLATFORM

Deep in outer space, a rancid being spews forth its spawn. Its nasty, horrid, and needs sorting out...



▲ For the last couple of days the U.S. Navy has been tracking a mothership orbiting our very own fair planet.

Captain Dawnrazor was the finest soldier the U.S. Navy had ever seen. Unfortunately, for them at least, he has now opted for semi retirement, only being asked to take on specific missions, usually ones no one else is prepared to become involved in.

Now such a task has presented itself. It is 1.30 in the morning, and you (as Dawnrazor) are at home in Detroit, asleep. The phone begins to ring. Even half asleep he knows full well that what he hears at the other end of the line will be the all too familiar, gruff

tones of none other than U.S. Navy Commander Jack Lipton.

Commander Lipton explains the events of earlier in the evening that have led him to call on you. For the last couple of weeks, the Navy have been tracking an alien vessel that has been orbiting the Earth, and a few hours ago, a droid was ejected from the ship and had landed in the Indian Ocean. A top secret underwater nuclear research base lies 20000ft below the surface of the Ocean. From what the radar can detect the alien appears to have attached itself to the side of the facility.

Now, the navy has lost all contact with the staff on board, and feel they need someone like



▲ The research facility is divided into small sections by inter-connecting doors.

DEEP

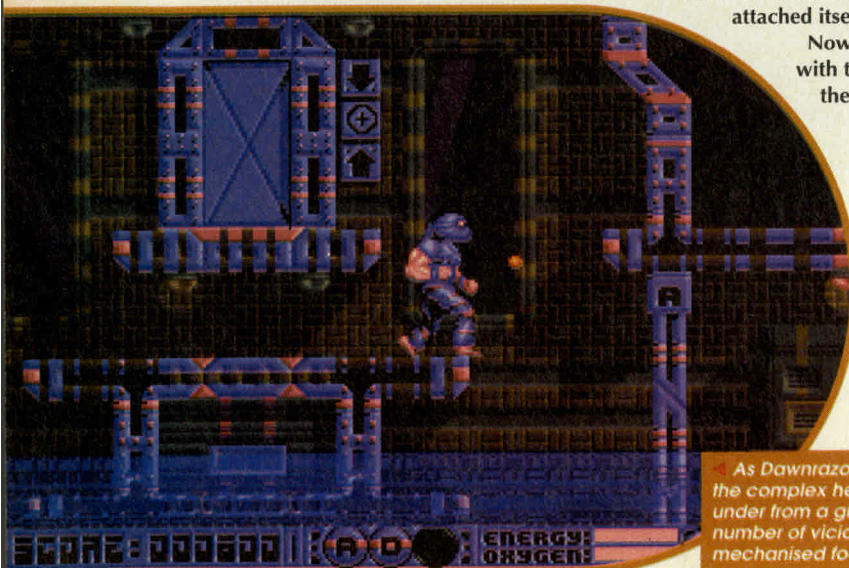
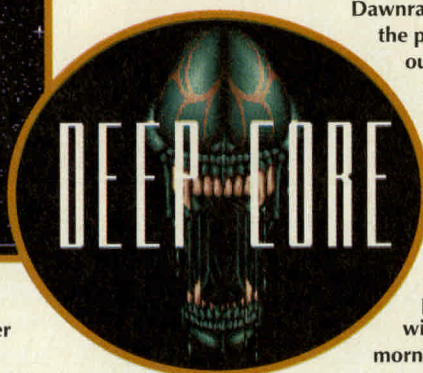
Dawnrazor to dive down and find out exactly what the problem is, and if it is at all possible, to sort out their difficulties and bring the station staff out to safety.

Naturally, Dawnrazor is reluctant to accept, but knows deep down it is pointless to try and refuse. He knows that he owes Lipton a favour, and will have no choice but to risk his own neck once again. At least if he does this one he will be even with Lipton. No more late night phone calls. At last, a proper night's sleep without the worry of where he may be in the morning.

You come in at the point where Dawnrazor first enters the station. You have no information on what to expect. No idea what awaits you around the next corner or on that next ledge. You start off with a fairly ordinary gun, but have the opportunity to power it up to such things as three way fire, or even a laser.

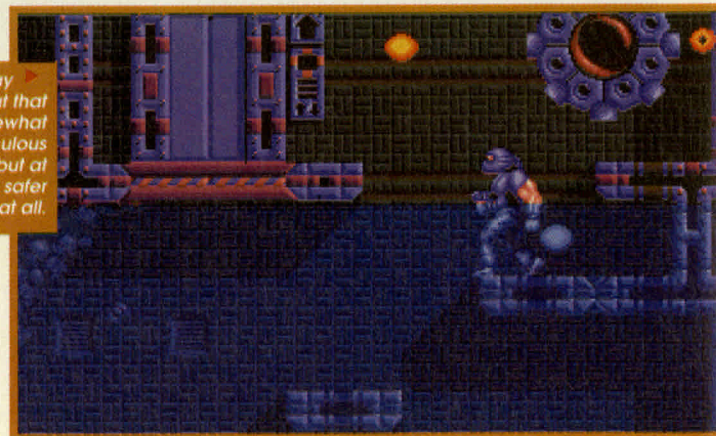
First thing you will need to do is get your bearings, as it is easy to get lost in a complex that looks startlingly similar everywhere you go. As you go about your business you will find plenty of things to collect, loads of doors to open, and more importantly, tons of things to shoot!

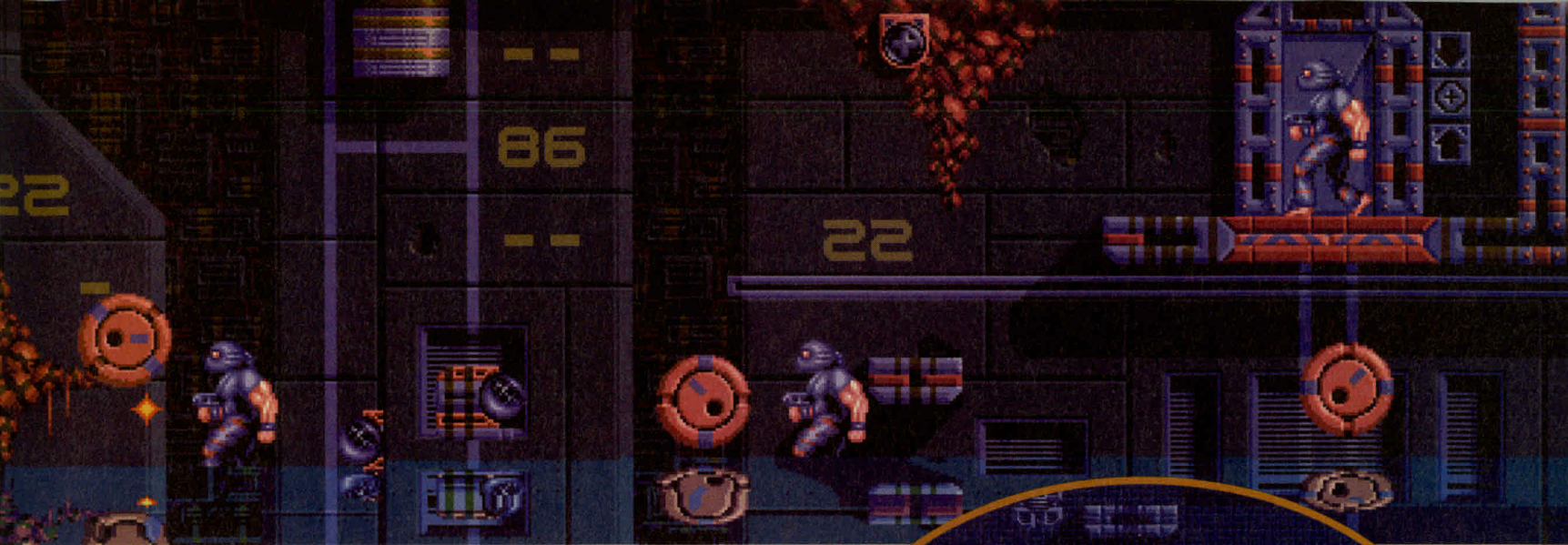
Collecting the objects that are lying around the



▲ As Dawnrazor explores the complex he will come under from a great number of vicious mechanised foes

People may scoff at that somewhat ridiculous helmet, but at least it is safer than none at all.





CORE



Some sections of the complex have been flooded. Move swiftly or you will drown.

facility serves a number of purposes. Some items will power up your lowly weapon, some will replenish your oxygen and energy levels, and some will provide access to areas of the complex that were previously unreachable.

Some of the doors are locked and will need a key to open them. Above the door you will see a letter. This corresponds to the letter on the object you need to find to gain access.

The enemies you come across, and there are plenty of them, vary in terms of both size and firepower. Naturally, as you progress further into the game you encounter more of the larger variety, but in Deep Core, even at the start you come across some pretty fierce foes. This means that your top priority at first is to find some way of getting a more powerful weapon. Fortunately, power up items are not that scarce, and although you may have to look for them, you shouldn't have an

excessive amount of trouble finding one. Once you do, it's time to get on to the real business of solving the mystery of what has happened to the personnel that were aboard the research base.

Deep Core's main asset would have to be the claustrophobic atmosphere it generates. If you are the type that gets far too involved in your games for your own good, the feeling of being trapped actually comes across quite well, leaving the player feeling that he must go on to enable Captain Dawnrazor to get out as soon as possible. Whether this was intentional or not I don't know, but it will certainly help out the product's lastability rating.

ICE have got a winner on their hands with this one. The market seems to be flooded with strategy/RPG epics at the moment, leaving action fiends starved of the excitement they crave. Deep Core should hopefully find itself a nice little niche and do very well indeed!

Have you got what it takes to become a hero of the deep? I'll bet you haven't!



THE LOW-DOWN

PUBLISHER: ICE
CONTACT: 0453 756993
TEAM: Dynafield Systems
PRICE: £25.99

S C O R I N G	
GRAPHICS	83%
SOUND	79%
PLAYABILITY	86%
DIFFICULTY	VARIABLE

The preview of Deep Core made it look as though it was going to be something special. The finished version has proved that theory to be correct. I'm sure some people will say it is too shallow for today's sophisticated gamer, but I would have to disagree. There is plenty of depth in Deep Core, and although the levels look a bit samey, the action is varied enough to keep the interest levels high for a very long time to come.

REVIEWED BY: Steve

SECOND OPINION

I don't know - perhaps I'm just no good, but Deep Core is very tricky to get into for a platformer. Less cute than Superfrog, and less impressive than Flashback, but a good effort nonetheless.

OPINION BY: Paul

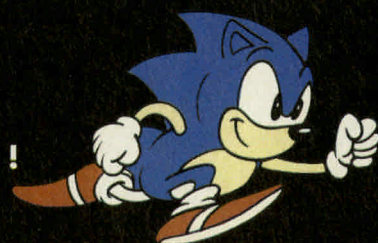
OVERALL SCORE

83%



FOR THOSE WITH A THIRST FOR GAMES

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ACTION REVIEW SPORT SIM

Reach for the Lucozade.
Daze's latest is on the
starting blocks.

SUPER SPORT CHALLENGE

If Manchester is successful in its bid to stage the Olympics in the year 2000, which it hopefully will be, you can expect to see a flood of athletics sims hitting the market. Never one to be behind the times, Daze have decided to get in on the act before everyone else, and with the help of their buddies, French developers Microids, have come up with Super Sport Challenge.

This is a series of sporty events, loosely strung together to make up a competition, which you and a couple of friends can compete in. Of course, if, like Paul, you are completely friendless, (Right, it's Swap Shop for you - Ed) the computer will make up the numbers, but it's not really as much fun.

The events cover a wide spectrum of track and field disciplines - in fact just about everything you can think of is included. Shot putt, javelin, pole vault, long jump, high jump, 100m sprint and two freestyle swimming events (which don't really take place on a track or a field but it's too late to change what I've already said now!) are all in there for you to sweat over, and no doubt strain a muscle or two.

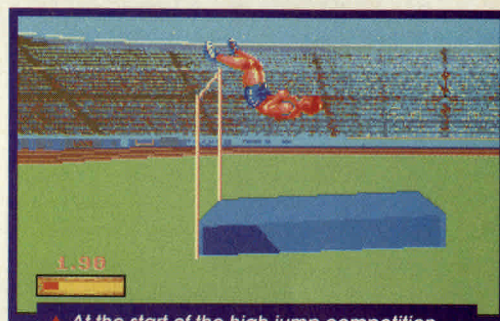
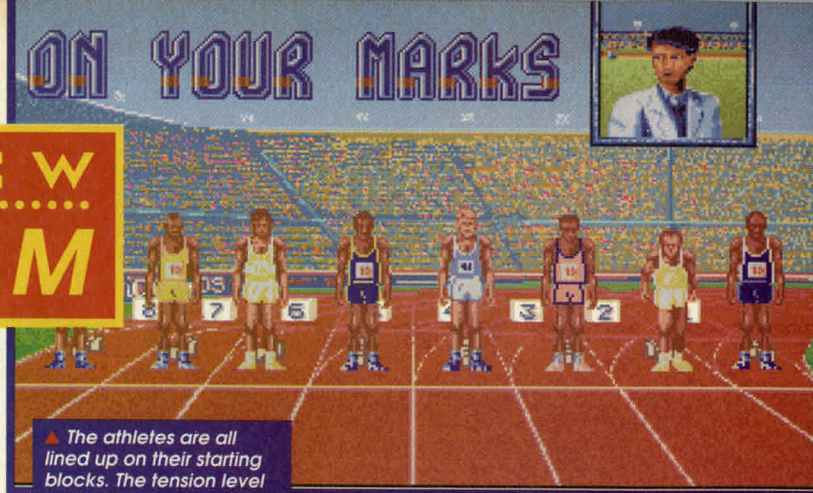
Playing the events is actually quite simple, with the exception of the pole vault, and is probably the game's only

downfall. All of the events require only minimum coordination for you to be successful, and within a couple of hours you will probably be a bit of a budding Daley Thompson.

Having said that though, the game does generate a fair amount of excitement. The first time I took part in a 100m sprint competition, my little heart was pounding ten to the dozen as we lined up for the final.

There is something about Super Sport Challenge that is forcing me to like it. I don't know if I'm happy about it, but that's just the way it is. Perhaps it is a little overpriced, I think £20 would be much more reasonable. Even so, there are worse products out there, some of which are more expensive, so I can't condemn it for that.

▲ The athletes are all lined up on their starting blocks. The tension level is rising, and within the next 11 seconds it will all be over.



▲ At the start of the high jump competition you have little difficulty clearing the heights.

THE LOW-DOWN

PUBLISHER: Daze
CONTACT: 071 328 2762
TEAM: Microids
PRICE: £25.99

S C O R I N G	
GRAPHICS	71%
SOUND	58%
PLAYABILITY	79%
DIFFICULTY	Variable

Everything in Super Sport Challenge has been done before. A few years ago these games were all the rage, with a company called Epyx being top of the heap. This effort from Daze does not even come close to matching the greatness of some of the earlier versions. However, it is still quite a good game, and is certainly enjoyable to play, if a little easy. Athletics fans are very hard done to on the Amiga, and so must grab everything they can.

REVIEWED BY: Steve

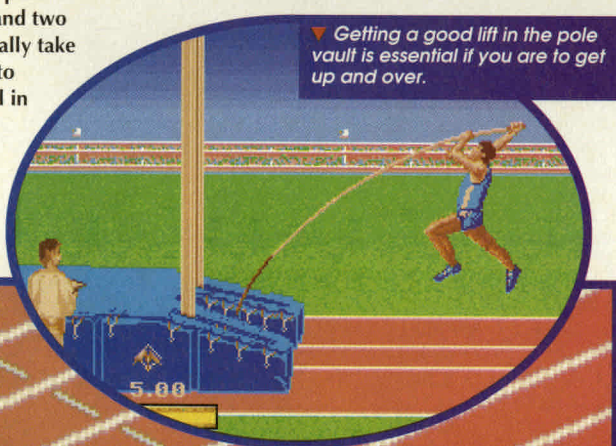
SECOND OPINION

It's about time we saw a really good track and field game on the Amiga. Super Sport Challenge isn't one, but it does take a slightly different approach, and works quite well. No classic though.

OPINION BY: Paul

OVERALL SCORE

73%



▼ Getting a good lift in the pole vault is essential if you are to get up and over.



▲ The race is underway, and you have quite literally exploded off the starting blocks and already built up a healthy lead.

competition

DIAL-A-DEATH!

*To hell with the phone bill.
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experience.*

So, who knows what MUD II stands for then? Eh? Eh? Not many of you, I'll warrant. If I told you that running about in MUD and fighting a lot is a rather enormous lark, you'd probably think I was a bit sad and liked diving into pools of brown slop and wrestling with well-endowed and scantily-clad women. And you'd be right. But you'd be missing the fact that MUD also stands for Multi-User Dungeon, the extremely nifty telephone game system which lets dozens of people charge simultaneously round a fantasy world generally robbing, killing, humiliating or even getting off with the other players.

MUD II is just one of a range of games run by On-line Entertainment. Other titles include Internecine (a futuristic games show), Federation (a space trading epic) and, best of all, Air Warrior, a flight sim which lets up to 40 people take part in a mass dogfight to the death. Simply plug in your modem, call On-line on normal non-premium lines and take to the skies with guns blaring and flaps flapping. And if blowing complete strangers out of the sky is not fun enough for you, why not get a few mates to call in at the same time?

But you will of course need a modem and the Air Warrior software first, and this is where our ever-generous Amiga Action types (with a bit of help from On-line, naturally!) come in. We're giving you the chance to win one of three modems complete with free one-year subscriptions to On-line, or for runners-up, one of 10 copies of the amazing Air Warrior flight simulator. Nirvana, or what? Just call 0839-007722 (36p a minute cheap rate, 48p at all other times) and answer the three piddling multiple choice questions below.

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 - c) The Battle of Midway
2. The WWI ace Baron von Richthoffen was better known as:
 - a) The Blue Baron
 - b) The Green Baron
 - c) The Red Baron
3. The Lancaster was a heavy bomber built in which country:
 - a) America
 - b) Germany
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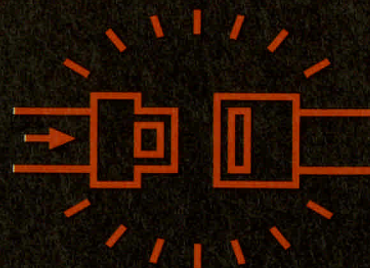
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ACTION REVIEW SPORTS SIM

Rippling muscles, bulging biceps and hair like a rookie Private. And that's just the women!



▲ Every event from the television series has been programmed in, so you can now fulfil your insane fantasy of being hit by some very big men!



▲ Roll around in a huge metal ball knocking seven types of bobbins out of your opponents. Watch out for the deadly toxic CO2 gas though – aargh!

It could only happen in America. Only they could come up with a television show in which ordinary, everyday people put their bodies on the line in a series of extremely physical games, against superhuman musclemen and women with unlikely names like Nitro, Thunder, Ice, Blaze and Laser.

Oh sure, we had our own version, but lets be honest, it was a bit of a flop wasn't it? I mean, all credit to good old John Fashanu and that Swedish bit who used to do the weather, but it just wasn't happening I'm afraid.

Strange as it may seem, I have actually given a good deal of thought as to why Gladiators failed to emulate the success of its stateside rival, and have

come up with a theory. Everyone was just too, well, nice I suppose. Let me give you an example of what I mean. What was that big hairy one called? Dog. No. Wolf. That was it. Wolf has just absolutely creamed Dave, the seven stone Home Economics teacher from Leighton Buzzard, into the nearest wall. Now, does he snarl some incredibly witty and frightening put down at him as he lies in a heap on the floor? No, he picks him up, dusts him off and says "Bad luck old chap, you almost had me there!"

Gladiators did not work for the single reason that the producers failed to recognise one simple fact. Viewers enjoy seeing other people come a cropper. Hands up everyone who only watches Ski Sunday in the hope that one of the competitors falls flat on his face. I personally enjoy nothing more than seeing someone miss a gate, overcompensate, lose balance and go tumbling uncontrollably down the side of a mountain. What is even better is if they crash into the side, get their head caught in the orange safety netting and are yanked back by the throat, legs akimbo. Serves them right for wearing those pink suits I always say!

Anyway, I'm rambling, but now you know my opinion on Gladiators the TV show, on to the game. American Gladiators features all seven sensational events from the show. All your favourites – The Assault, Joust, Human Cannonball, The Wall, Atlasphere, Powerball and The Eliminator are there for you to take part in, giving you a chance to battle the characters you have either grown to love or hate, from the safety of your own armchair.



Each event requires a different set of strength, strategy and timing. This means that in each of the events your joystick will respond differently, making reading the instructions essential if you are to get anywhere at all. You can choose to compete head to head with a friend or the computer, or take part in a tournament in which up to eight people can compete against each other.

It has to be said, on first sight, American

AMERICAN GLADIATORS

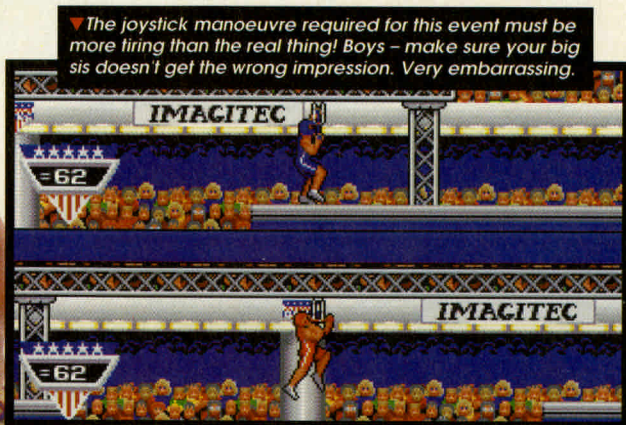




No mercy is shown as the mighty Turbo comatizes Chel Scroggins from DeWitt, Iowa. The crowd behind the flood barriers go absolutely wild!



There can be no better incentive to scamper quickly up a wall than to have 300lbs of steroids looking longingly up your trouser leg.



The joystick manoeuvre required for this event must be more tiring than the real thing! Boys – make sure your big sis doesn't get the wrong impression. Very embarrassing.



actually give your foes a run for their money, the game begins to grow on you in a non too pleasant manner. What is even more frightening is that it continues to do so for quite some time.

I'm sure Gametek would be the first to admit that this product is not going to win them any awards, in either the field of technical excellence, or gameplay. What it is going to do is win them a lot of friends. This has obviously been programmed with a younger market in mind – the game has been made more friendly on the pocket by being released in a lower price bracket. This will make it more attractive to kids who enjoy the show, which will no doubt give a healthy boost to the sales.

The best way to play American Gladiators is get a few mates around, let them have a bit of a practise to make sure they know what they are doing, and settle yourself down for a riotous evening.

Gladiators is pitiful. On your first run through the game you will not be able to control the fits of laughter that sneak up on you at various moments of mediocrity. The events seem to last about ten seconds as the Gladiators wipe the floor with you, and to be honest you are quite glad they don't last any longer.

From there on in the game only gets better, and as you begin to work out what is happening, and can

THE LOW-DOWN

PUBLISHER: Gametek
CONTACT: 0753 553445
TEAM: Imagitec
PRICE: £19.99

S C O R I N G	
GRAPHICS	77%
SOUND	74%
PLAYABILITY	83%
DIFFICULTY	Variable

Load up American Gladiators and you will struggle to understand why it has got more than about 15%. Play it for half an hour and you will begin to see why. The appeal of Yanky Glads lies in the fact that it is a simple, no-nonsense all out action game. Make a mistake and one of the computerised Gladiators will immediately punish you, and probably end the event at the same time. It won't be the last time you compete though – you'll be back for more.

REVIEWED BY: Steve

SECOND OPINION

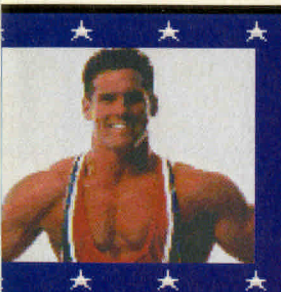
My shameful secret is that I watch Gladiators, and although this doesn't quite capture the, er, excitement of the series, it comes close enough to make it a good buy. Fans only though.

OPINION BY: Paul

OVERALL SCORE

80%

GLADIATORS



LASER



NITRO



LACE
Height: 5 Ft 8 in.
Weight: 120 lbs.
An all around athlete in her youth at Edmonton, Alberta she was a standout swimmer before opting for other sports.

▲ This is my aunty Joan. She cooks a mean stew and wrestles dobermans for pleasure.

competition

BUCKETS OF BLOOD

Bram Stoker's Dracula is due out on video! Win yourself one of 15 copies, PLUS a semi-stylish Psygnosis/Dracula T-shirt to boot!

Everyone likes a good hack'em-up. Yeah, sure, flight sims are an absorbing and intellectually stimulating way of passing a few hours, and platforms are an easy-to-play, quickly accessed form of entertainment too. Let's be honest though, what really compares to taking off a fat bloke's head with a dirty great sharp-ended stick?

Well we depraved souls here at Amiga Action like to go a step further (in the best possible taste, you understand), to bring you only the best in blood, gore, and general all round horridness. Sprite animation is all very well, but for a scary night in with the lights down low and a loved one whimpering into your armpit, you need a little more than a copy of Myth and surround sound speakers.

You need atmosphere. You need realism. You need a damn scary film, and coincidentally enough we have just the thing right here - oh yes we do! The horror film of horror films has been given the Francis Ford Coppola treatment, and is due for release on video soon.

But before you rush out and spend your wad, why not win yourself one of 15 copies by



answering the three questions, which will no doubt appear below as soon as we've made them up. If through some genetic defect your adrenaline isn't yet pumping, then pinch yourself as you realise that on top of the video - which might sell for up to £7,000 in some countries! - a two-sleeved, one-necked 100% cotton Psygnosis/Dracula T-shirt is thrown in too!

To get yourself a piece of the action and stand a chance of winning a Drac vid PLUS T-shirt, simply answer these questions (which



we're about to make up, any second), and have your entry in with us, addressed to the "Buckets of Blood" competition, by 20th September.

1/ In Bram Stoker's Dracula, which inappropriate actor played the part of Jonathan Harker?

- a/ Bill
- b/ Ted
- c/ Keanu Reeves

2/ Where is the most likely location in which you might find a fanged human with a stake through his heart?

- a/ Transylvania
- b/ Betws-Garmon (in Wales)
- c/ The local Texas D.I.Y. superstore

3/ Winona Ryder was in Dracula. Which scissor-handed, grunge rock wannabe is she sometimes engaged to?

- a/ A scruffy bloke out of Nirvana
- b/ A scruffy bloke out of Pearl Jam
- c/ Johnny Depp



BUCKETS OF BLOOD

Question 1:

Question 2:

Question 3:



Name:

Address:

Postcode: Age:

Send your entries by the 20th Sept to "Buckets of Blood", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

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Win Win

ACTION REVIEW FLIGHT SIM

All aboard for another helping of huge manuals and seagulls.



A320 AIRBUS USA

When the original A320 Airbus was reviewed some 18 months ago it received a massive 92% from Amiga Action. During the period since then nothing has even come close to matching it in terms of sheer realism. That product was the closest most of us could ever hope to come to experiencing just how demanding piloting a commercial aircraft can be.

Now comes A320 Airbus USA, an update of the original program incorporating American airports. I should point out that this is not a data disk, it is a standalone product and in no way requires the original to run.

The first thing you will notice is the packaging. Inside the huge box you will find a reference manual, a pilot manual, two enormous books containing hundreds of ILS Approach charts, two map like items entitled High Altitude Enroute charts, a poster and a disk. Thalion have really gone to town on this one, and rightly so. The most comprehensive flight sim around deserves some of the most comprehensive packaging.

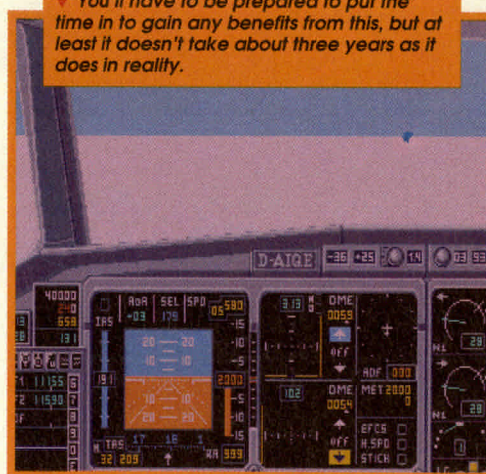
Anyone who has played Airbus Europe will be immediately at home in the cockpit in the USA version as flight is identical. The main difference is that around 740 US airports have been programmed in, allowing budding pilots to recreate a commercial flight to anywhere they fancy from wherever they jolly well like.

There is a rumour, and I stress the rumour element, that a patch disk may well be in the offing

which connects up both programs, allowing the exceptionally bland among you to recreate those epic twenty odd hour flights across the Atlantic in real time. Now won't that be fun!

Unfortunately, there is nowhere near enough space on one page to even begin to detail the features in the game, besides we have already been through them about a year and a half ago. All you need to know is that if you are at all interested in flying you have to own one of the Airbus programs. Which one is entirely up to you.

You'll have to be prepared to put the time in to gain any benefits from this, but at least it doesn't take about three years as it does in reality.



Flight briefing? Flight briefing? There's nothing brief about this game in any way, shape or form.



If you thought being an airline pilot was all glitz, glamour and over enthusiastic stewardesses, Airbus USA will make you think again.

THE LOW-DOWN

PUBLISHER: Thalion
CONTACT: 021 442 2050
TEAM: Rainer Boff
PRICE: £34.99

S C O R I N G	
GRAPHICS	58%
SOUND	77%
PLAYABILITY	89%
DIFFICULTY	Tricky

What is it about this month. I seem to be getting more than my fair share of bland games. Even more worrying is the fact that I seem to be enjoying them. We are talking nightmare scenario here! Putting that aside, Airbus USA is undoubtedly a top quality product. The amount of time that must have gone into it is absolutely mind boggling. This has paid off, and proves that if you are prepared to put the time in, you will reap the rewards.

REVIEWED BY: Steve

SECOND OPINION

To give a fair appraisal, I'd need to spend days with this edition of the game. From what I've seen though (mostly Steve floundering around with lots of paper), Airbus USA is an exceptional flight sim.

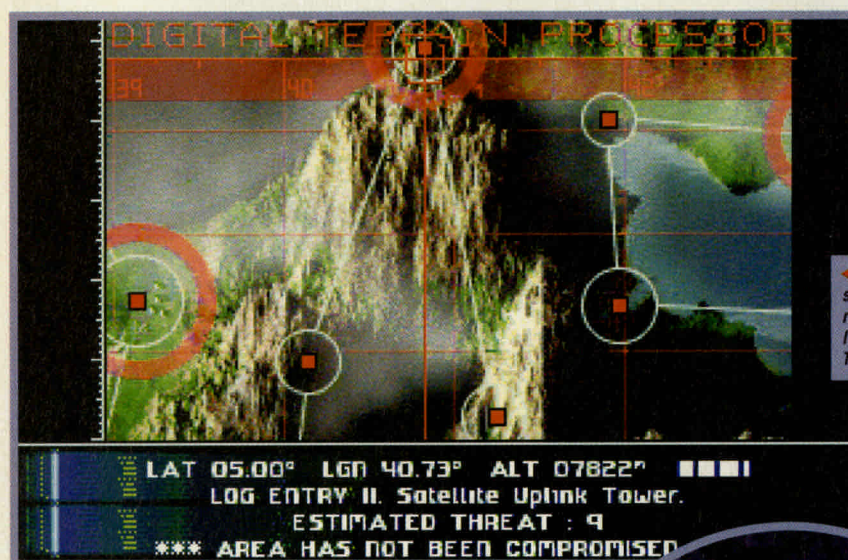
OPINION BY: Paul

OVERALL SCORE

88%

ACTION REVIEW ARCADE STRAT

Where else can you visit
a Graveyard and get
wasted by puppies?



◀ The rather splendid scrolling map screen - sorry, I mean Digital Terrain Processor.

HIRED

As the dropship hurtled downwards, Commander Clavius took one last look at his mission brief. 'Terminate production and distribution of illegally bio-engineered organisms on surface of Luyten L-7896 3.1.' He let the faintest of frowns flicker across his usually unfurrowed brow, and hoped the rest of his team of fellow hard-nut mercenaries and droids hadn't seen it.

Luyten L-7896 3.1 - otherwise known as Graveyard. It was a name Clavius felt sure he'd heard a few times in the course of his long career (estimates put him at about 176 years old, but anyone who asked generally wound up dead), but it was never mentioned in anything louder than a whisper, as if it was held in so much awe that even to speak its name could bring bad luck.

And this bothered him. If there was one thing Clavius had never done, it was hang out with wimps. If something deserved respect from the others in his hard profession, it deserved respect from him.

The drop ship settled down onto Graveyard's surface with scarcely a shudder. "Come on, lugnuts!" shouted the Desverger, the team's arch-assassin. "The quicker we get out there the quicker we can get back, and the more serious fun we can have with our pay cheque!"

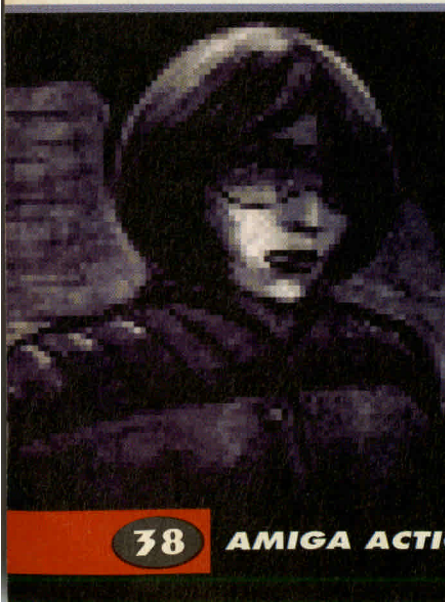
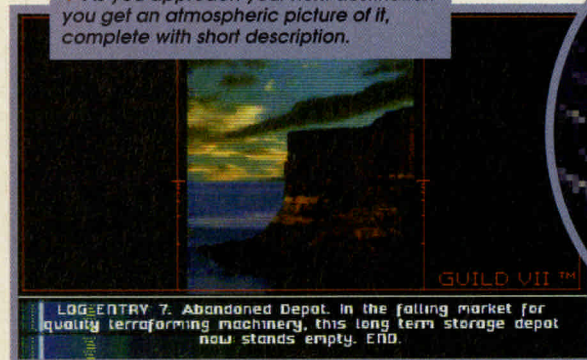
Clavius stood, checked his pack, loaded his beloved Smith & Wesson handgun, followed the others through the door with his heart beating

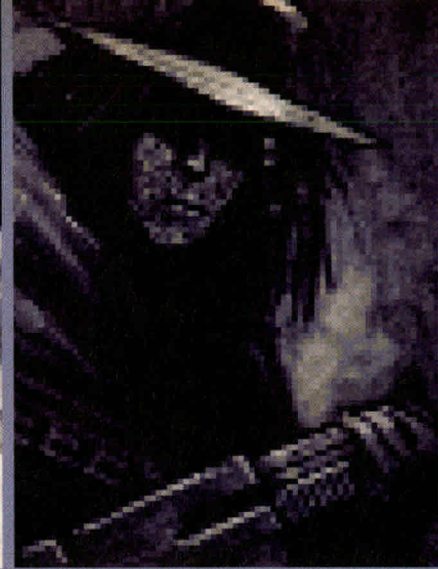
quickly, and rued the fact that it wasn't William Gibbons, but some lowly computer game reviewer who wrote this sorry piece of introductory crud...

This is where you take over. Having chosen your four man squad from a collection of 12 to the accompaniment of some superb bursts of John Carpenter-esque music, you join them down on Graveyard itself and prepare to kick much bio-engineered butt.

When you first clap eyes on *Hired Guns*, it looks like being a straightforward RPG. The landscape moves in the tried and tested mode of a *Dungeon Master* or *Eye of the*

▼ As you approach your next destination you get an atmospheric picture of it, complete with short description.





GUNS

A
AMIGA ACTION
ACCOLADE

Beholder clone, and you have four characters at your command, each with different powers and abilities. But then you notice the first big difference – in *Hired Guns* the main game screen is split into four smaller screens to accommodate up to four players at a time (providing you have the necessary hardware and adaptor-type things), enabling you to monitor each character's own view. This means that instead of all four characters having to move round together, they can all be sent off in different directions and operate independently of each other, should you desire.

Self indulgence

It's hard to explain just how great an effect this has on the gameplay. If you've played a two player game on *Bloodwyche* you'll start to have some idea of how the system plays. If not, then just take it from me that a whole new range of game possibilities are opened up, which really have to be indulged in to be appreciated.

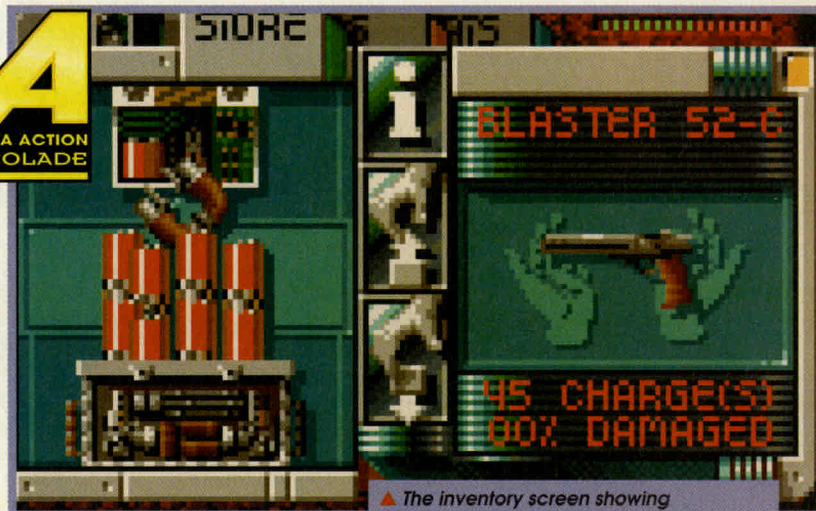
▼ Desverger goes one round too many with a psycho-Lemming.



You can move the party round in any combination you wish, from all four together, to just one man out on his own. Each combination will have its advantages and disadvantages depending on the situation, but one of *Hired Guns*' many strengths is that it really does make teamwork necessary.

For those of you who've seen 'Aliens' (and if you haven't, it's about time you did, especially as *Hired Guns* lifts bits of dialogue from it), the effect of splitting the screen into four is like the sequence where Sigourney Weaver watches a posse of butch commandos become alien meat as they try to rescue a bunch of trapped colonists. She sees and hears it all happen on a bank of screens connected to cameras on the commandos' helmets, and showing the action from their different and personal viewpoints makes the massacre, when it comes, seem even more intense and horrifying.

Hired Guns captures this sense of drama incredibly well, especially as the game still manages to play at a cracking pace. Keeping an eye on four views at once means you can't take your eyes off the screen for a single second. When the party comes under attack it usually requires a bit of seriously high-octane blasting action, guaranteed to keep even the most trigger-happy gamers on their toes. Superb sound effects and a vast range of different weapons (my favourites are the sentry guns, again as seen in *Aliens - Special Edition*) are just the icing on a very tasty cake.



▲ The inventory screen showing backpack contents on the left, and the object you're holding on the right. In the middle is the Information.



▲ Miyriel wings as usual as the team prepares to enter one of Graveyard's huge buildings.

The main *Hired Guns* mission takes place over a vast total area, but sensibly, this has been split up into series of separate multi-level locations accessed via a beautiful, digitised map. If you manage to find the exit from one site you can move to an adjoining one of your choice, which is usually bigger or more deadly – or both – than the one before. To complete the full campaign successfully, you will have to cover a good deal of the total map to locate and recover four fusion power core rings which can then be used to trigger a thermonuclear explosion to obliterate the entire hideous planet.

As you charge around wiping out horrendous mutants, varying in form from the huge, heavily armoured robot Ed-209's (as seen in *Robocop*) to cute, cuddly puppies armed with nothing more than their cute, cuddly teeth (little gits), you'll come across all manner of weird and wonderful bric-a-



▲ Clockwise from top left: The object information screen, the electronic mapping device, a view of Freewill's bum, and Adele's vital statistics.

brac cast aside willy-nilly, by previous, presumably deceased explorers who were probably too busy to stop and pick their stuff up! Excellently detailed information on most things you pick up can be accessed from the inventory screen, but if in doubt, try it out!

The programmers of Hired Guns are so aware of their game's possibilities that they have not just restricted play to the single, enormous mission. From the main menu screen you can access a whole series of 'short' games, where you have to complete a small mission in a limited amount of time. As the seconds tick by the game becomes even more frantic to play as you desperately search for the exit before your deadline expires.

But the greatest asset of Hired Guns' game

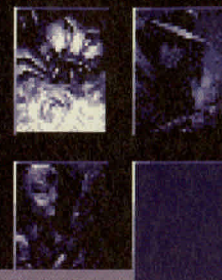
system is the multi-player option. It is even possible to add to the

game D-paint portraits of yourself and your friends, from the front, back and sides, so that you will be able to round a corner and come face to face with a real-life (sort of) ugly mug!

At last, the basic role-playing idea may have entered a social phase! I reckon shooting it out on Hired Guns with a mate is almost as much fun as giving 'em a good drubbing at Sensible Soccer, and you can't have a much higher recommendation than that!

01-A45D New Europe Desverger

Male Human, 42 years Freelance assassin



▲ The main team selection screen. It's a shame you can't hear the groovy music.

Lethal weapons!

MOUNTED MINI-GUN: A military grade device not for civilian use. Takes .44 ammo.

SNIPER RIFLE: Poor substitute for Small Arms six range of performance target rifles.

SHOTGUN: Low rate of fire but high damage potential. Accurate aiming not required.

BLASTER 52-C: Vapourises water molecules in organic substances.

AUTO SENTRY UNIT: Uni-directional sentry, will fire at any moving target in front of the gun.

HYD-FLUORINE HAND LASER: First generation of low-mass optical weapons.

TUNGSTEN RIFLE: Usually provided as boxed set with matching handgun.



OXY 6 FLAMER JUNIOR: Handheld flame-thrower fired by a special mix of chemicals.

EMF STUNNER: Induces electro-magnetic field destroying the molecular level.

NAOMI V ASSAULT: Special edition features laser sighting and low recoil.

GRENADE LAUNCHER: Takes 40mm explosive grenades.

M73 AUTO-GUN: Substantial rate of fire. Good general purpose weapon. .44 calibre.

SUPERCOVERT: Anti-terrorist gun favoured for its changeable barrel and targeting CPU.

SONIC STUNNER: Uses ultrasonic frequencies to upset human balance systems.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 708 5755
TEAM: DMA Design
PRICE: £29.99

S C O R I N G	
GRAPHICS	83%
SOUND	90%
PLAYABILITY	91%
DIFFICULTY	Spot On

From the moment the classy title-music bursts forth, Hired Guns completely overwhelms you with professionalism and atmosphere. Superb sound effects and fine graphics perfectly complement an inspired - almost revolutionary - game system, to create a classic which at last takes the RPG into the next generation. There are a couple of tiny faults, but they're very minor. Action-packed and deep enough to appeal to anyone who likes a challenge, Hired Guns is something else.

REVIEWED BY: John

SECOND OPINION

The four player option is a boon, but Hired Guns follows a brief we've seen so many times before, and is very tedious in one player mode.

OPINION BY: Steve

OVERALL SCORE

90%

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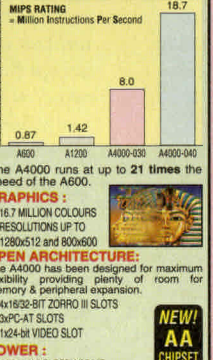
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ACTION REVIEW STRATEGY

Chop off an arm, shrink your manhood, wear a silly hat and utter a cry of "Not tonight Josephine"

NAPOLEONICS

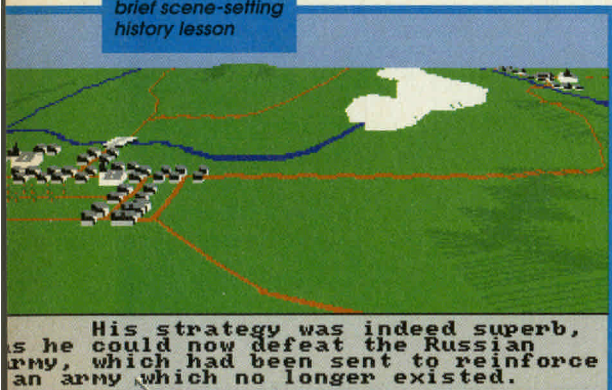
Hmmm. What's this then? A dingy black box with just the words 'NAPOLEONICS by

Dr. Peter Turcan' on the front, and some dismal screenshots on the back showing expanses of green, peppered with a few dark blocks. Oh, and between the pictures the word 'battle' seems to crop up rather a lot. So let's look at the evidence: a scientific-sounding title derived from the name of a long-dead French psycho – a programmer who's a doctor, bad graphics and hordes of blokes having mass scraps. Methinks this could be a war game...

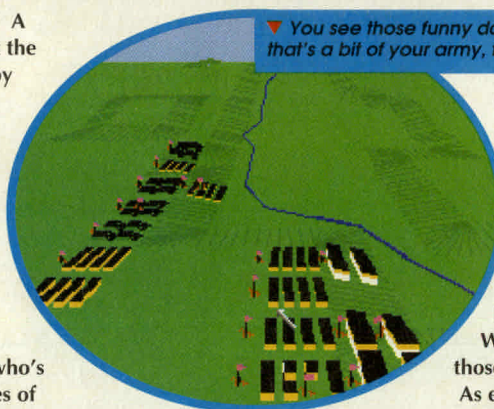
As Napoleonic boots in, it is immediately obvious that the game itself reflects the poor level of presentation evident on its packaging. The title screen uses no graphics, just asking you to decide whether you want to take part in The Battle of Austerlitz, The Battle of Borodino or The Battle of Waterloo. Then, having chosen your favoured scenario it's into the game proper, where you quickly and depressingly discover that the only graphics are indeed the bland ones pictured on the box – and, even more incredibly for this day and age, there is absolutely no sound whatsoever!

Also, as chirpy Irish humourist Jimmy Cricket 'famously' puts it, "there's more". Yup, on top of all this user-unfriendliness you have to cope with (horror) a

▼ Before each battle we get a brief scene-setting history lesson



▼ You see those funny dark blocky things? Well, that's a bit of your army, that is.



text parser. Remember struggling for hours with text-input adventure games where the hardest puzzle was making the damn program understand what the hell you wanted to do? Well, with Napoleonic those days are back.

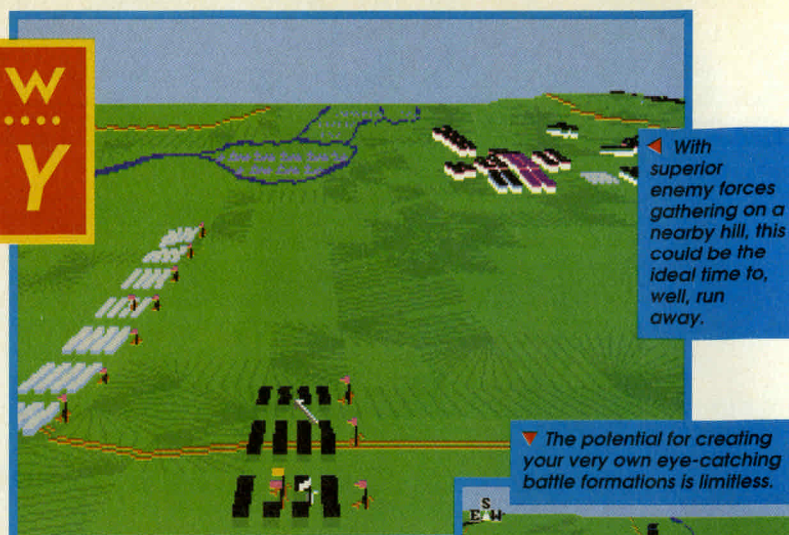
As either Napoleon or an opposing commander (you play against the computer or a friend) you issue instructions to your troops by typing in commands like 'Orange, order 2 infantry divisions to attack the enemy at Utitia'. This method proves infuriatingly difficult to come to terms with, as the parser won't accept the slightest spelling or sentence structure error. It highlights the faulty word, but at first you really don't have the slightest idea where you've gone wrong.

Hardcore Uproar

This initial sense of confusion is made worse by the lack of a map showing the whole battlefield. Keeping track of everybody's movements as the battle unfolds is a real headache.

But of course, this makes the game realistic. After all, didn't Napoleon have to issue orders based just on what he could see with his own eyes and what his messengers told him? Here we start to get to the crux of Napoleonic's limited appeal. It steadfastly refuses to sacrifice realism in favour of user-friendliness, and so generates a genuinely hardcore war game which really does offer enormous scope and complexity for anyone who seriously fancies themselves as another Napoleonic genius.

Such budding commanders may even argue that the game's primitive presentation prevents distraction from the main strategy, but this isn't really a good enough excuse. When paying this much for a game, you should be able to expect a bit more, well, glamour. And anyway, what's realistic about an artillery exchange devoid of loud explosions or soldiers' death throes?



▼ The potential for creating your very own eye-catching battle formations is limitless.



THE LOW-DOWN

PUBLISHER: CCS Ltd and On-Line Entertainment Ltd.
CONTACT: 081 558 6114
TEAM: Dr Peter Turcan
PRICE: £34.99

SCORING	
GRAPHICS	27%
SOUND	N/A
PLAYABILITY	76%
DIFFICULTY	Very Hard

At the heart of Napoleonic lie three engrossing and challenging war games that will keep die-hards busy for months (unless they bought the originals, for this is indeed a compilation). It looks dreadful though, and makes hardly any effort to draw a new player into the action. Why should a war game be hard to get into, as well as tough to master? With numerous quality war games available already, Napoleonic just doesn't cut the mustard.

REVIEWED BY: John

SECOND OPINION

Those with infinite patience will no doubt derive at least some pleasure from this compendium. The rest – the vast majority – would be well advised to steer clear of this uneven affair.

OPINION BY: Paul

OVERALL SCORE

65%

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ACTION REVIEW STRATEGY

Join a guild, share a bath, get married and get rich. Yeah!

Ever fancied travelling back to the 14th Century and becoming a merchant trading in the Hanseatic League? No? Oh. Well, The Patrician makes it possible anyway. And actually, you know, you might just enjoy it.

For those who spent their school days looking out of the window dreaming of the future instead of learning about the past (not me, of course), the Hanseatic League was a kind of medieval Common Market - without the hassle of weird stuff like the ERM, the ECU and French pop music. The league included towns all over the world, and heralded a pivotal period in European development, spawning principles like civic pride, state education and even social security which play such an important part in our society today (presumably football and films came along a bit later).

The Patrician's manual relates the full history of the Hanseatic League in incredible detail and

THE PAT

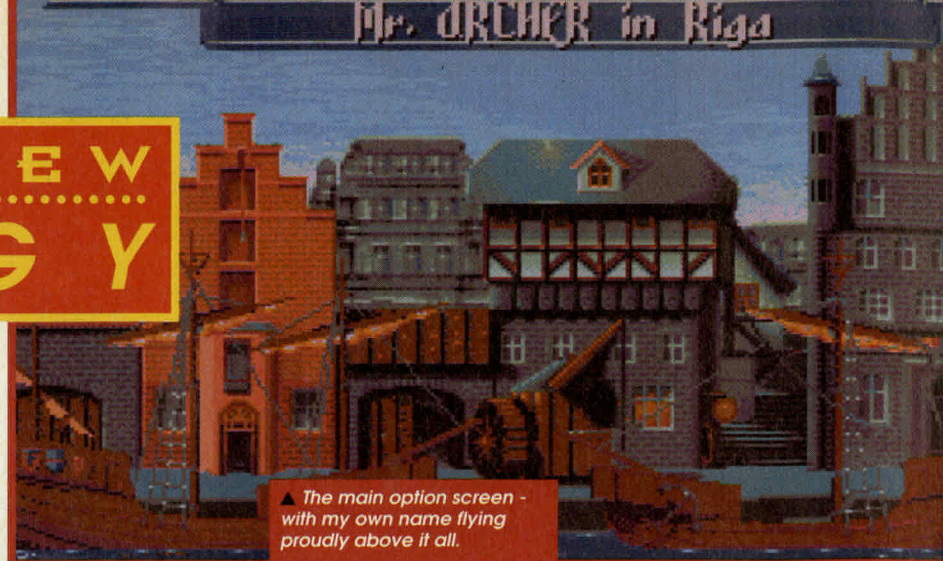
is well worth a read before you start the game - it sets up the atmosphere nicely.

You start off as a minor (and I do mean minor) Hanseatic League Merchant. Your aim is to become mayor of your home town and then Alderman (that's boss, to you and me) of the whole League. To reach this supremely powerful position you will have to display exemplary trading skills and do considerably better than John Major in winning the affections of your people - and you're not allowed to say "bar stool" either.

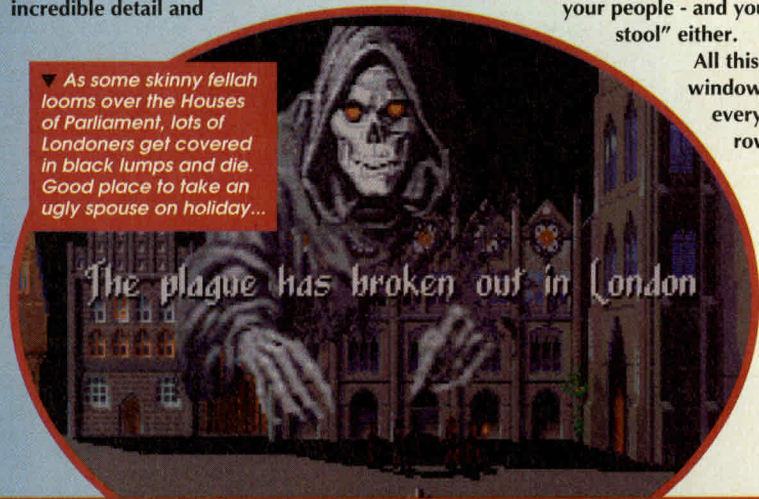
All this is achieved through a clever windowing system. The quayside of every town features a picturesque row of buildings and clicking

on each of these takes you into a different business room. You can borrow money from a decidedly shady-looking chap, buy or sell goods, repair ships, visit the pub to hire crews, put goods in your warehouse, join a trading guild, and most importantly, buy great big cannons to blast pirates away with.

Behind this front row of buildings lies the market square where you can act out that time-honoured politician's tradition of 'meeting the people'. You can ask them how much political clout you've got (you start off as a Nobody), or if you've got a decent stock of food and wine in, why not invite them to a humdinger party? Just as in the real world, he who supplies the booze makes the friends.



▲ The main option screen - with my own name flying proudly above it all.



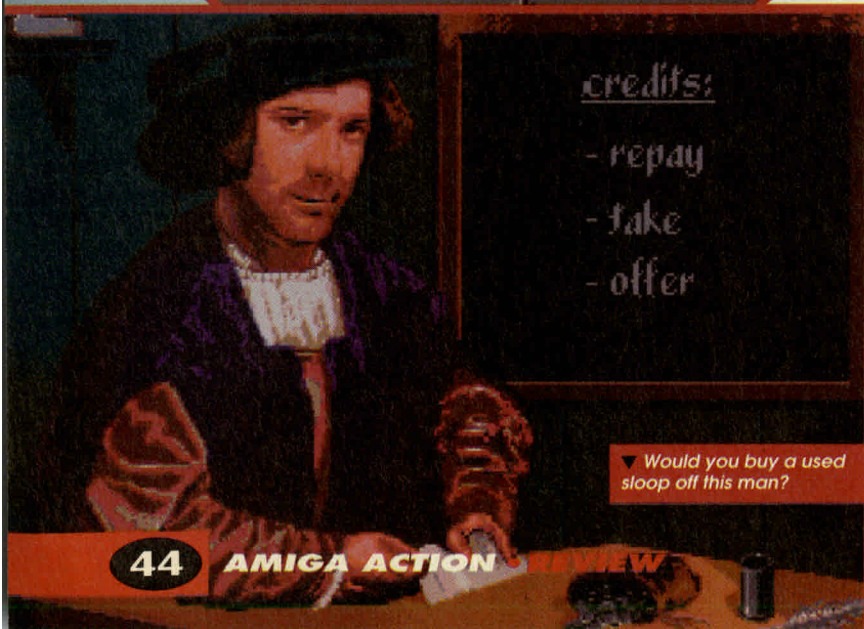
▼ As some skinny fellah looms over the Houses of Parliament, lots of Londoners get covered in black lumps and die. Good place to take an ugly spouse on holiday...



◀ This is where you go if you want to meet a few plebs, stroke a few babies and stuff.



▼ "So I come from Rostock?" "Yes, I think you probably do..."



credits:

- repay
- take
- offer

▼ Would you buy a used sloop off this man?

▼ Hey, lads, she's a bit of alright! But that means she's also completely penniless. Damn and blast.

Do you want to marry a nice woman from a good family from Steffin?

Yes No

▲ Cor, I wouldn't mind sharing a bath with her! What, I can? Crikey!

▲ Your office, complete with books, maps, pens and absolutely no naughty calendars whatsoever.

RICIAN

Around the edge of the square are a few more buildings where you can increase your social and political standing. A pilgrimage to the church reveals a distinctly materialistic preacher who'll offer to forgive your sins or support you come election time, provided the price is right. Finally, you could always indulge in that splendid ancient custom of communal bathing, taking the opportunity to sit next to some political bigwig or other, and slip him a hefty sum to 'persuade' him to put a good word in for you in political circles.

As The Patrician loads in, you choose the number of human players (up to four), and each player's sex for the game. Your sex will almost certainly prove crucial later on - one of the quickest ways to gather both money and social influence is to marry, so if you want to see pictures of the opposite sex pop up as the proposals pile in, you'd be well advised to answer the gender question honestly!

When choosing a spouse bear in mind that the uglier the person the more money they are likely to add to your coffers. But never fear, even if you do end up married to the human equivalent of a sea-slug all is not lost. You could always hope for a fire or plague to strike your home town and, erm, kill her or him off.

Dreamsville

The Patrician is beautifully presented throughout. The graphics are colourful and detailed, the various tunes are atmospheric and varied (especially the 'disaster' theme) and the control system makes what is actually a very complex game play like a dream.

Perhaps the game's greatest fault is that it is very difficult to take that first step along the road to the high-life. You can't really get into the social interaction stuff until you've amassed a fair amount of money, so initially things are a bit tedious as you just sail from port to port, selling a bit of pepper in Novgorod, or a few casks of wine in London.

With perseverance though, the money is soon piling in, and the options start to open out as you find yourself rushing hither and yon from port to port and country to country. In fact you'll soon be forming convoys, fighting pirates, and committing gross acts of financial and moral corruption (marvelous) like there's no tomorrow.

▼ "God Bless Amiga Action and all who sail in her..."

AMIGA ACTION

Mr. DRECHER

What name do you give to the sloop in Riga?

Drunken Sea Dog

▲ "Yo ho ho and a bottle of rum" or something like that.

Attack on Stockholm

1819 Defenders bravely fight
2237 attackers.

▲ Look's like Stockholm's bugged, then...

THE LOW-DOWN

PUBLISHER: Daze
CONTACT: 071 328 2762
TEAM: Ascon
PRICE: £32.99

S C O R I N G	
GRAPHICS	89%
SOUND	79%
PLAYABILITY	79%
DIFFICULTY	Tricky

An attractively presented and cleverly designed strategy game which just for once manages to inject just enough variety to avoid being tedious. The multiplayer option is a particularly good laugh - a great chance to try and out-corrupt your friends. Tricky to get into, and sometimes it gets a bit monotonous, but a little effort reveals a complex and absorbing game which should provide a good long-term challenge for strategy fans.

REVIEWED BY: John

SECOND OPINION

Come on John, are you honestly trying to tell us that you weren't bored almost to death by this tiresome game? Perhaps that just shows the type of person you are!

OPINION BY: Steve

OVERALL SCORE

80%



Now look – it's all very well for those who bring out games (or films or books, for that matter) which, by their content immediately lend themselves to a nice suitable title. Take MicroProse Golf for example. It's a golf game developed by MicroProse – loads of sleepless nights coming up with that one, I'm sure.

And how about Pinball Dreams and its mate? Make a pinball sim, stick an easily memorised adjective on the end, and that's the problem solved. Archer Maclean's Pool and Nick Faldo's Championship Golf, too – not much doubt as to exactly what they're all about, is there?

It can be taken too far though. What about that film... what was it – "The Cook, The Thief, His Wife, Her Lover And A Bloke Called George Who Grows His Own Tomatoes"? or something like that. Yes, it's perfectly clear what you can expect the film to be about, but how many of you went to see it at the cinema (perky sods) and didn't feel highly ridiculous asking for a ticket?

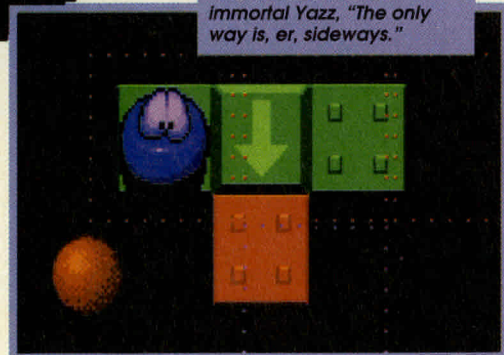
By the same token, Core Design could have decided that "You Are A Big Blue Thing And You Have To Bounce Around Looking For Stuff And Helping Smaller Blue Things", was a title that described their product well. And it is, but, well... would you have bought it?

So Blob it is then, and in spite of the bland title, what we have here is a very strange game indeed.

Just what his idea was, and precisely where he was going, I can't tell you, but Blob's spaceship has broken down (he's the Big Blue Thing you know), due in no small part to the fact that quite a few bits have fallen off it. A cargo of baby Blobettes (the Smaller Blue Things) have tottered off to explore the odd little corner of deep space in which they find themselves, and Blob has to round them up, together with his bits of spaceship, and shepherd them back to safety.

This part of space is very much a void – broken here and there by flat, square tiles, which are the only solid objects that Blob can touch. Some tiles stand alone, others are clustered in groups of anything up to about six, and they are piled up to form a multi-levelled play area which, after just a couple of minutes play, will have your head reeling.

▼ In the words of the immortal Yazz, "The only way is, er, sideways."



There's Klingons on the starboard side. Only they're sort of blue... and all squishy

BLOB

Blob is presented in a weird 3D form. There can be up to a couple of dozen of layers of tiles on any one level, but only a few layers can be seen at once. Due to his consistency, Blob's main attribute is his jumping skill, which is just as well, since jumping around like a rubber ball on stimulants is what the game is all about.

Throughout the game the player is looking down on Blob, who needs to jump from tile to tile in order to either find what he needs to escape, or to locate an exit tile, which will take him onto the next level. The jump is the only game control there is, and when Blob is mid bounce he appears to get larger as the illusion of him nearing the screen is portrayed. As the jumps get higher, tiles further up appear firstly in dotted outline, and then as solids, meaning they can now be reached with some decent manipulation of the joystick.

Big breakfast

Not all tiles are perfectly safe though – some will break and disappear, leaving Blob to fall back into a vacuum, and oblivion, poor chap. Others will help by being extra springy, or by pointing to the exits or to stranded Blobettes. Occasionally you will stumble upon an anti-gravity tile, which causes Blob to jump down instead of up – almost certain to bring about the return of the breakfasts of those already feeling queasy from the ups and downs of the game.

A few other creatures exist in this part of the universe it would seem – none of them particularly friendly, and all intent on bringing about Blob's demise. Some of these can be killed, while others must simply be avoided or retreated from.

With such a simple control system, Blob can be picked up within minutes by almost everyone – indeed even Steve was seen to complete level one in the space of a lunch hour. Simplicity of gameplay in an effort such as this is important, but there is a chance that in being so free from frills all the way through (Blob and the tiles are basically the only graphics, on a black, starry backdrop), many will grow tired of Blob before level 50, which is a shame, because, contrary to my suspicions in the Blueprint, Blob will be a real brain teaser for all but the gaming geni.

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: Jonnathan Hilliard
PRICE: \$25.99

S C O R I N G	
GRAPHICS	76%
SOUND	84%
PLAYABILITY	84%
DIFFICULTY	Spot on

When I saw Blob in its early stages a few months ago, I was impressed, but not without reservations. Blob himself seemed somewhat lacking in character, and I couldn't help feeling that a few background graphics would have added a touch of spice. Jonnathan Hilliard has packed in more work on the main sprite, to the extent where he now somersaults, shows his feet, and occasionally exclaims in joy. That's that sorted then. The gameplay can't really be faulted, but I still wish the whole thing had that added touch of pizzazz.

REVIEWED BY: Paul

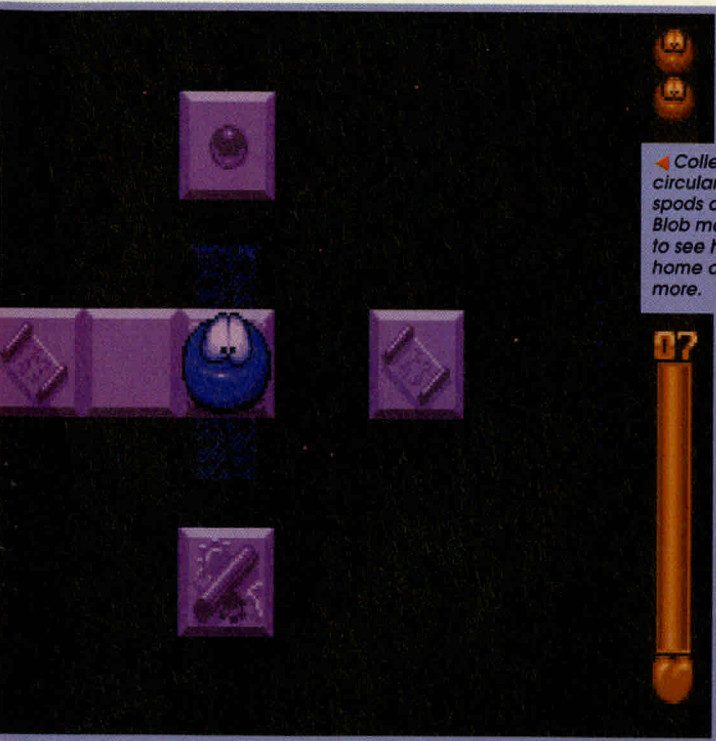
SECOND OPINION

Graphically challenged in the extreme, but strangely, this adds to the charm and fun of a really good game.

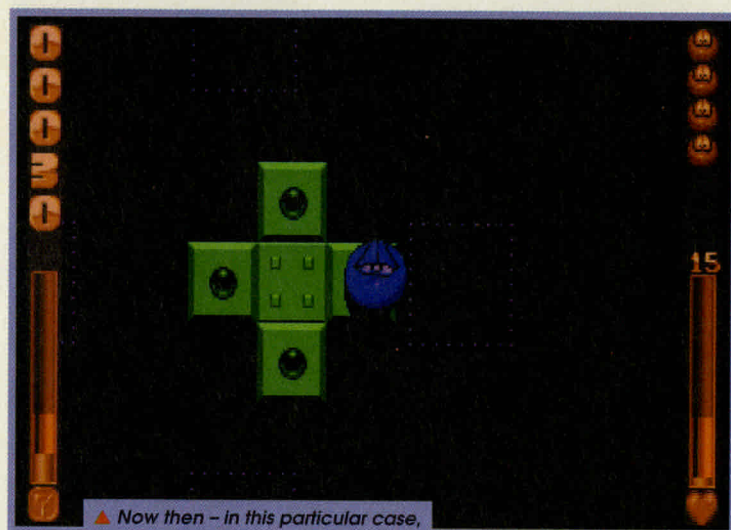
OPINION BY: Steve

OVERALL SCORE

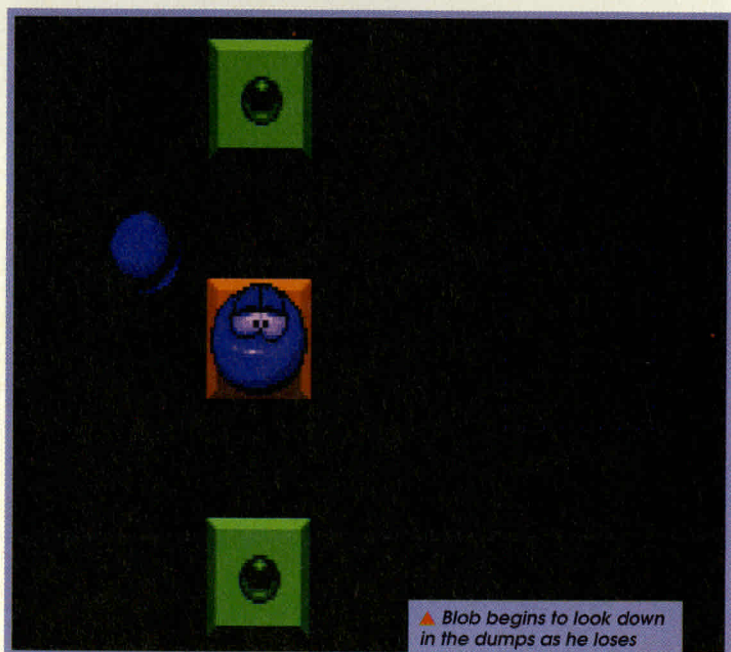
83%



▲ Collect the circular fuel spods and Blob may live to see his home once more.



▲ Now then - in this particular case, Blob needs to go up. Or else down.



▲ Blob begins to look down in the dumps as he loses vital parts of his anatomy.

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ACTION REVIEWS

A 1200 SPECIFIC

SIM LIFE



Sim Life was one of the most advanced games ever to hit the Amiga on its original release. Subtitled The Genetic Playground, you could drag up any creature you wanted from the depths of your imagination, either through cross breeding, or generally fiddling around with its genes.

And indeed you still can – now in glorious extra-colour, generally-quicker A1200-a-vision!

In reality, there are various moral issues that surround the area of genetic engineering and no doubt some individuals will be outraged at the thought of trivialising such a touchy subject by making a computer game around it. The best way to



▲ In the Biology Lab you can mess around with your creatures genes, sometimes creating things you never even dreamed of.

look at it is merely as yet another God game, because basically that is what it is.

Set up the surrounding area with fertile soil, vegetation and sufficient water, stick a couple of bog standard llamas on it and you're away mate. The llamas will either breed (wahey!) and multiply if you have given them a suitable living environment, or die if you haven't.

Of course you don't have to use llamas, you can use any animal you can think of, and even a few you can't! But the fun doesn't stop there. Once you have your animals and plants in place, you can then mutate them into other creatures. Thanks to this feature it is possible to have things such as flying rhinos or swimming giraffes you really are only limited by your imagination.

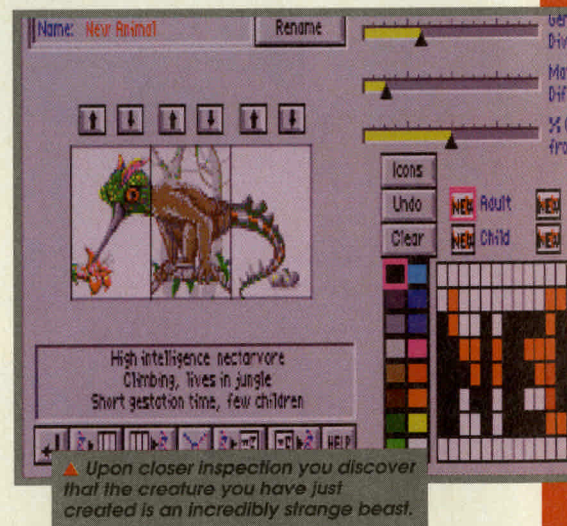
The program itself is remarkably easy to use considering it is so complex, and there is a comprehensive on screen tutorial which takes you through the basics for anyone who is struggling. Of course you will have to do a fair amount of learning yourself, and even then, no matter how long you play for you probably will still never experience everything the game has to offer.

One problem is that the text on the screen is a little too small, and therefore difficult to read, although this is solved by a multisync monitor. On the blandness scale this game is soaring somewhere up near maximum. Still, if you are a bit of a closet train spotter then you will be in your element.

Once your world is underway, you can view the progress on the map screen.

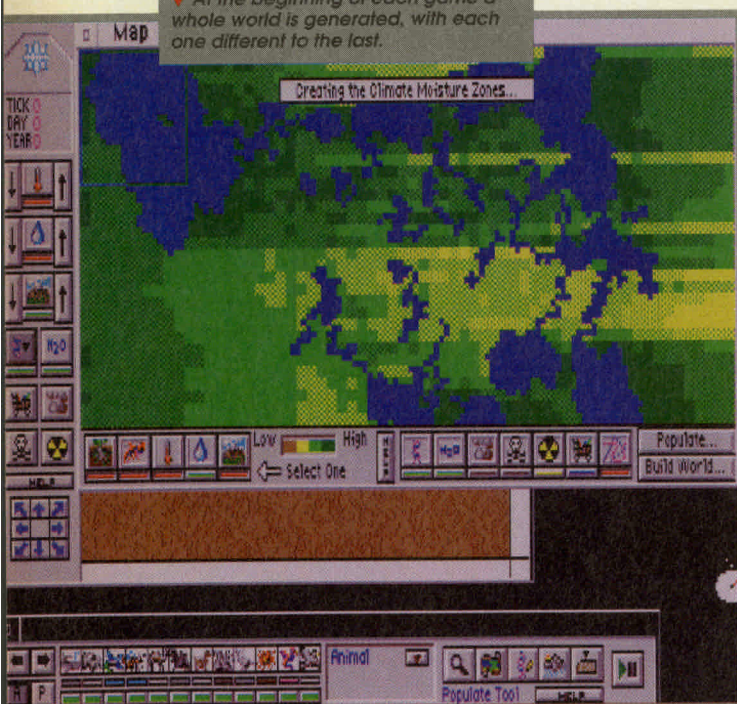


▲ The evaluation screen will inform you of your progress in the evolutionary department.



▲ Upon closer inspection you discover that the creature you have just created is an incredibly strange beast.

▼ At the beginning of each game a whole world is generated, with each one different to the last.



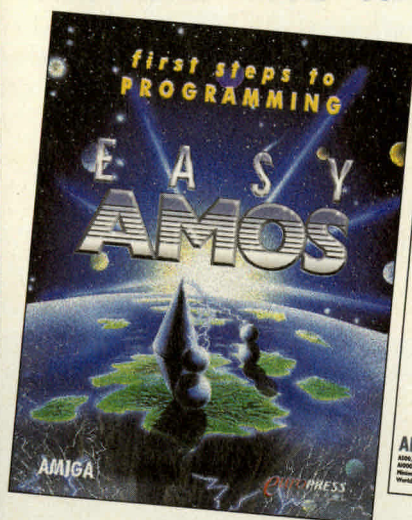
STRATEGY

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Maxis
PRICE: £34.99

- With this version of the game only working on top of the range Amigas, it runs much faster, and therefore there are less delays.
- The game will run in hi-resolution on machines with over two megs of memory and a multisync monitor, making the text much easier to read.
- Designing and controlling your own custom made life forms becomes unbelievably absorbing.

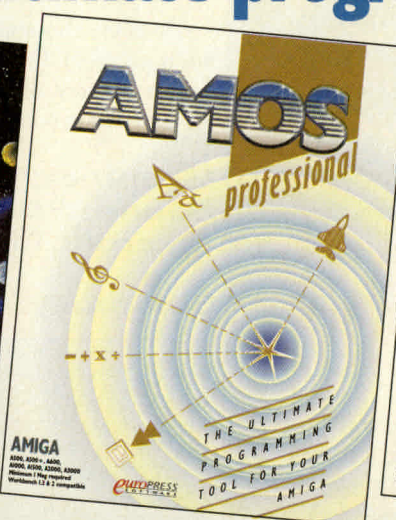
76%

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AMOS Compiler	Compatible			Incompatible	Compatible	Upgradable
AMOS 3D	Compatible			Incompatible	Compatible	
Easy AMOS		Incompatible	Incompatible		Upgradable	Compatible
AMOS Professional		Compatible	Compatible			Compatible
AMOS Pro. Compiler	Compatible			Compatible	Compatible	

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More literary genius from our avid readers. Apologies to those who don't get a mention; we do our best, but there are loads to look at! Keep trying, and remember – keep 'em short and snappy!

PREMIER MANAGER

Gremlin

Reader Reviewer: Ben Gould, Bewdley.

This is a dangerously addictive game. You can spend whole days trying to get your squad just right, when someone gets injured and you have to play on until they return. However, the matches themselves are poorly presented, and I think you should be able to do more things. Still, it's a top class game.

Graphics: 84%

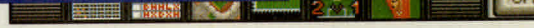
Sound: 87%

Overall: 89%

Summary: If you like football, get it; if you don't, get it anyway.

DIVISION 1 TABLE										
PS	CLUB NAME	P	M	D	L	F	A	PTS		
1	PORT VALE	20	17	11	10	42	32	80		
2	IPSWICH TOWN	20	14	11	11	30	20	70		
3	BLACKBURN ROVERS	20	14	11	11	30	20	70		
4	SUNDERLAND	20	14	11	11	30	20	70		
5	BRENTFORD	20	14	11	11	30	20	70		
6	PETERBOROUGH UTD	20	14	11	11	30	20	70		
7	BRISTOL CITY	20	14	11	11	30	20	70		
8	CHARLTON ATHLETIC	20	14	11	11	30	20	70		
9	BIRMINGHAM CITY	20	14	11	11	30	20	70		
10	SWINDON TOWN	20	14	11	11	30	20	70		
11	WYCOMBE WANDERS	20	14	11	11	30	20	70		
12	SOUTHAMPTON	20	14	11	11	30	20	70		
13	BRIGHTON	20	14	11	11	30	20	70		
14	SHEFFIELD WED	20	14	11	11	30	20	70		
15	WATFORD	20	14	11	11	30	20	70		
16	LEEDS UTD	20	14	11	11	30	20	70		
17	LEICESTER CITY	20	14	11	11	30	20	70		
18	BRISTOL ROVERS	20	14	11	11	30	20	70		
19	DEBRY COUNTY	20	14	11	11	30	20	70		
20	PORTSMOUTH	20	14	11	11	30	20	70		
	MET HAM UNITED	20	14	11	11	30	20	70		
	OXFORD UNITED	20	14	11	11	30	20	70		
	FULHAM	20	14	11	11	30	20	70		

AA RATED IT 90%



ROAD RASH

Electronic Arts

Reader Reviewer: Karyn Llewellyn, Rhyl.

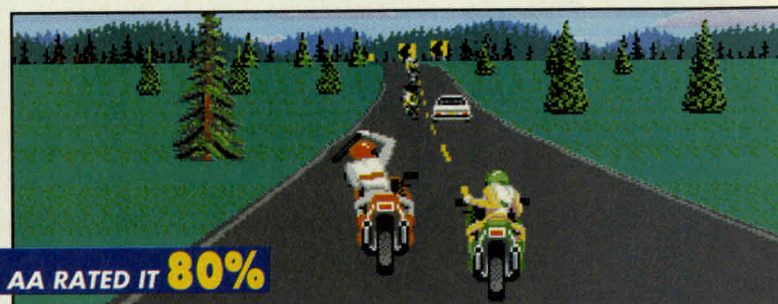
You shouldn't have to resort to violence to sell games, but I must admit that this is excellent. The music is great, and the races themselves are fast and furious. It's very difficult to control the big bikes around bends, but this is still the best racing game I've seen.

Graphics: 88%

Sound: 94%

Overall: 93%

Summary: Action packed and well worth looking at.



AA RATED IT 80%

DESERT STRIKE

Electronic Arts

Reader Reviewer: Matthew Miles, York.

It's yet another shoot'em-up, but this one's different. More enjoyable than The Chaos Engine, nastier than Walker and more thrilling than Project-X. The graphics and sound are extremely realistic while the playability is brilliant (although a little slow at times), and the difficulty curve is just right.

Graphics: 85%

Sound: 92%

Overall: 88%

Summary: If you don't get it, you'll regret it!



GRAHAM GOOCH W.C.C.

Audiogenic

Reader Reviewer: Neal Maidment, Gwent

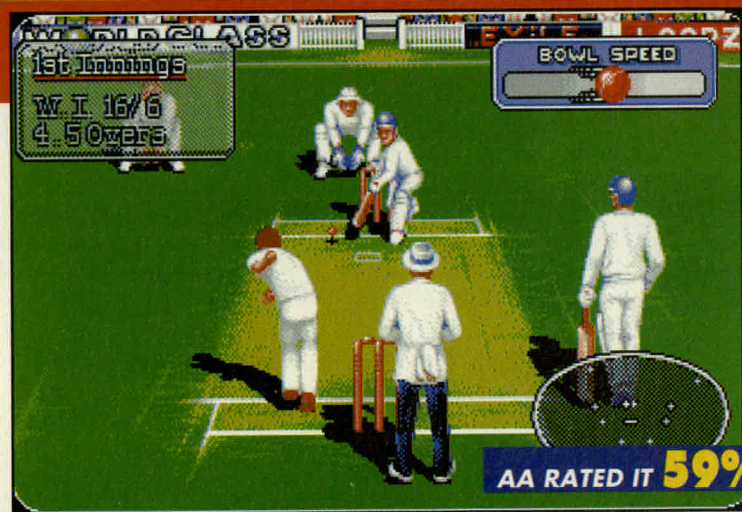
Previous cricket sims on the Amiga have been mostly trash, so it was a relief at last to find a half decent one. You can choose from all the great cricketing nations, and guide them to victory in tournaments and test matches. Bowling, batting and fielding – the graphics are excellent and the sound is good.

Graphics: 90%

Sound: 83%

Overall: 79%

Summary: Cricket fans will love it!



AA RATED IT 59%

DYNABLASTER

Ubisoft

Reader Reviewer: Damian Gartside, Douglas I.O.W.

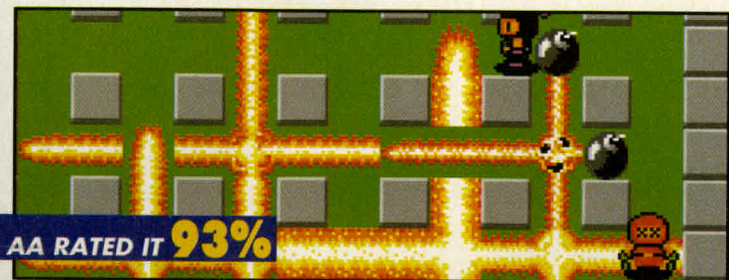
Without a doubt, Dynablaster is the greatest game of all time! If it's unadulterated thrills and sheer exhilaration you're looking for – look no further! Run around the screen, hide, jump out, shoot, hide, shoot! It's an absolute riot. Play it with some friends and you'll never look at anything else.

Graphics: 88%

Sound: 92%

Overall: 97%

Summary: Nothing compares!



AA RATED IT **93%**

FIREHAWK

Codemasters

Reader Reviewer: Christian Lamn, Bayswater.

With games like Desert Strike, Flashback and Superfrog around these days, there really is no room for Firehawk. Sure, it's fun for a few days, but the missions are too difficult, and not varied enough. The helicopter sounds are reasonable, and the graphics aren't that bad, but it doesn't hold the interest for long.

Graphics: 70%

Sound: 75%

Overall: 65%

Summary: Good try, but not good enough..



AA RATED IT **69%**

FLASHBACK

US Gold

Reader Reviewer: Sean Watson (again), Belfast..

This is a game that should have a health warning, it's that much fun and so addictive. Forget Prince of Persia, this is the greatest animation ever in a computer game. It's a massive game that will offer a great challenge to even the best players, and has the best ending ever.

Graphics: 95%

Sound: 91%

Overall: 95%

Summary: The best money I have ever spent.



AA RATED IT **92%**

GOAL!

Virgin

Reader Reviewer: Silva the dog, Gwent.

Football fans have been treated well on the Amiga with Sensi and Kick Off 2, so is there room for Goal!? The answer is a definite yes! It brilliantly combines the best of Sensi and KO2 and adds bits of its own to create the best football game around.

Graphics: 92%

Sound: 91%

Overall: 96%

Summary: Brilliant – a cup winner!



AA RATED IT **88%**

The reviews are coming thick and fast now – we had a good selection this month, and that's how we like it. Pop 'em in the post to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Draw a picture of a goat on the envelope too – just for a laugh.

READER SU

We do take notice of what you say, here at Amiga Action. We changed the look, brought back the Superleagues, and now we're ready to do even more! So tell us what the score is. Give us some jip, and make us work for our money. **THERE ARE BUDGET GAMES IN IT FOR 10 OF YOU, SO GET TICKING!**

ABOUT YOU

1. Are you:

☐ Male ☐ Female

2. What age are you? (Please write)

3. Where do you live?

☐ Scotland ☐ London
☐ North West England ☐ South East England
☐ North East England ☐ South West England
☐ Midlands ☐ Wales
☐ East Anglia ☐ Northern Ireland
☐ Overseas (please state country)

4. Are you:

☐ At school ☐ A student
☐ Working ☐ Not working

5. What magazines do you buy:

Please tick which magazines you buy and how often you buy them.

Magazine	Every month	Every issue	Occasionally
Amiga Action	Subscribe ☐	☐	☐
	Order from newsagent ☐	☐	☐
	Just buy it ☐	☐	☐
Amiga Power	Subscribe ☐	☐	☐
	Order from newsagent ☐	☐	☐
	Just buy it ☐	☐	☐
The One	Subscribe ☐	☐	☐
	Order from newsagent ☐	☐	☐
	Just buy it ☐	☐	☐
CU Amiga	Subscribe ☐	☐	☐
	Order from newsagent ☐	☐	☐
	Just buy it ☐	☐	☐
Amiga Format	Subscribe ☐	☐	☐
	Order from newsagent ☐	☐	☐
	Just buy it ☐	☐	☐
Amiga Computing	Subscribe ☐	☐	☐
	Order from newsagent ☐	☐	☐
	Just buy it ☐	☐	☐

6. Apart from AA which is your favourite mag and what bit of it do you like best?

Mag: _____

Why: _____

WHY DO YOU BUY AMIGA ACTION

7. What is the main reason you buy Amiga Action?

(Please tick only ONE of these boxes)

☐ Good coverdisks
☐ Game you like is being reviewed
☐ Always buy AA
☐ Boggit's
☐ GTGAs
☐ Competitions
☐ Features
☐ Trust our opinion on games
☐ Think we're witty
☐ Other (please say) _____

8. What are the other reasons why you buy Amiga Action? (Tick as many boxes as you like)

☐ Good coverdisks
☐ Game you like is being reviewed
☐ Always buy AA
☐ Boggit's
☐ GTGAs
☐ Competitions
☐ Features
☐ Trust our opinion on games

☐ Think we're witty
☐ Other (please say) _____

9. Why did you buy this issue of Amiga Action?

10. Which other non-computer mags do you buy MONTHLY?

☐ Empire ☐ Match
☐ Premiere ☐ Vox
☐ The Face ☐ Q
☐ Select ☐ Arena
☐ DJ ☐ Cosmopolitan
☐ Mix Mag
☐ Other (please specify) _____

11. How many other people will read your copy of Amiga Action?

☐ One ☐ Two ☐ Three ☐ Four or more

ABOUT GAMES

12. How many games do you buy a year?

Budget:

☐ 0-5 ☐ 6-10 ☐ 11-15 ☐ 16-20 ☐ Over 20

Full Price:

☐ 0-5 ☐ 6-10 ☐ 11-15 ☐ 16-20 ☐ Over 20

13. What sort of games do you like most? *

☐ Simulation (flight, sea, land etc.)
☐ Sports
☐ Role Playing Games
☐ Driving/Racing
☐ Platform
☐ Strategy (eg wargames)
☐ Boardgames (eg Chess conversions)
☐ Arcade
☐ Adventures
☐ Shoot'em-ups
☐ Beat'em-ups
☐ Puzzle
☐ Bat'n'ball

14. What prompts you to buy a particular game?

☐ Amiga Action recommends it
☐ A friend recommends it
☐ Advertising
☐ It gets a good review in our competitor mags
☐ It's from a company with a good reputation
☐ Other (please say) _____

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TICKS
WILL HELP
MAKE US
EVEN
BETTER!**

ABOUT YOUR COMPUTER

15. Where do you buy your games?

- ☐ Shop
☐ Mail order
☐ Second hand market
☐ Copied from a friend
☐ Other (please say)

● If you fill in this section, don't worry! However, if you don't want to give your name and address, that's fine, but please send the form anyway!

16. What have you bought in the last 12 months?

- ☐ Second floppy disk drive
☐ Hard disk
☐ Extra memory
☐ Joystick
☐ Mouse
☐ Monitor
☐ Disk accessories
☐ Printer
☐ Non-games software
☐ A1200 computer
☐ Amiga CD console
☐ CDTV

17. Which of these do you intend to buy in the next year?

- ☐ Second floppy disk drive
☐ Hard disk
☐ Extra memory
☐ Joystick
☐ Mouse
☐ Monitor
☐ Disk accessories
☐ Printer
☐ Non-games software
☐ A1200 computer
☐ Amiga CD console
☐ CDTV

18. On average, how much do you spend on extras for your computer a year?

- ☐ £0-50 ☐ £51-100 ☐ £101-150
☐ £151-200 ☐ Over £200

19. What other computers do you own?

- ☐ Atari ST
☐ Sega Mastersystem
☐ Sega Megadrive
☐ MegaCD
☐ Nintendo NES
☐ Nintendo SNES
☐ 8 bit machine (eg Spectrum)
☐ IBM PC, PC compatible
☐ Macintosh
☐ Handheld (eg Gameboy)
☐ Phillips CDi
☐ Other (Please say)

ABOUT THE MAGAZINE

20. Please tick the boxes which describe what you think about each section of the magazine.

	Ace	Good	OK	Poor	I want more	I want less
Cover	☐	☐	☐	☐	☐	☐
Coverdisks	☐	☐	☐	☐	☐	☐
News	☐	☐	☐	☐	☐	☐
Coverdisk pages	☐	☐	☐	☐	☐	☐
Charts	☐	☐	☐	☐	☐	☐
Reviews	☐	☐	☐	☐	☐	☐
Features	☐	☐	☐	☐	☐	☐
Compos	☐	☐	☐	☐	☐	☐
Blueprints	☐	☐	☐	☐	☐	☐
GTGAs	☐	☐	☐	☐	☐	☐
PD reviews	☐	☐	☐	☐	☐	☐
Boggits	☐	☐	☐	☐	☐	☐
Budget	☐	☐	☐	☐	☐	☐
Talkback	☐	☐	☐	☐	☐	☐
Swap Shop	☐	☐	☐	☐	☐	☐
Superleagues	☐	☐	☐	☐	☐	☐

21. If you think one of the above sections in the mag is particularly terrible, please say why:

The section:

Why:

22. If you think one of the above sections in the mag is particularly good, please say why:

The section:

Why:

23. How do you rate AA compared to Amiga Power and The One

	AP		The One	
	Better	Worse	Better	Worse
Reviews/Features	☐	☐	☐	☐
Information	☐	☐	☐	☐
Design	☐	☐	☐	☐
Balance of mags	☐	☐	☐	☐
Coverdisks	☐	☐	☐	☐

24. Please say what you think of the reviews:

	Enough	Not enough	Too much	Don't know
Length	☐	☐	☐	☐
Info	☐	☐	☐	☐
Opinion	☐	☐	☐	☐
Screen shots	☐	☐	☐	☐

25. Do you think our review scores are:

- ☐ Too high ☐ Too low ☐ Just right

Please send your completed surveys to: **Reader Survey 3, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

NAME.....

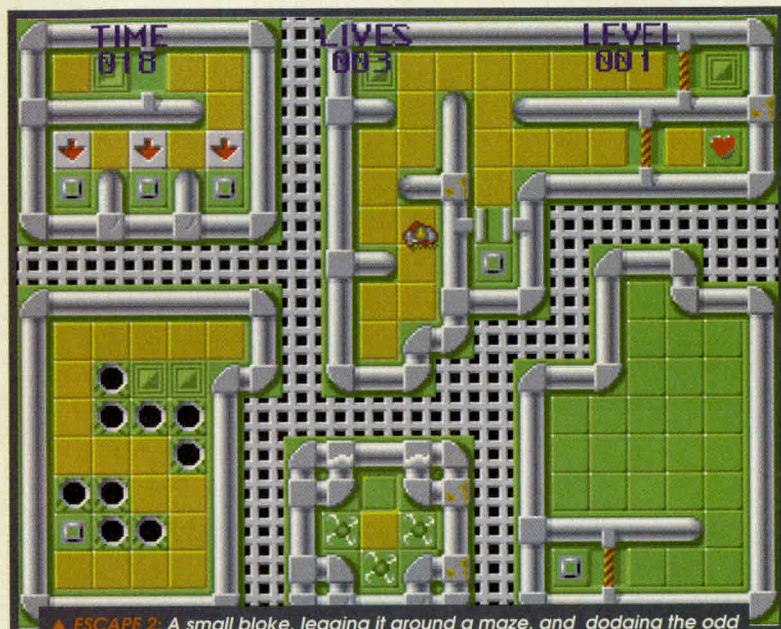
ADDRESS.....

GAME YOU'D LIKE.....

All information will be kept in the strictest of confidence and will be used for internal statistical purposes only.

PD in profile

There's more to life than big boxes and fancy packaging, as Andy Maddock finds out...



▲ **ESCAPE 2:** A small bloke, legging it around a maze, and dodging the odd disappearing floor or two!



▲ **BALLOONACY:** Fancy flying high above a city? Well now you can... and drop some bombs on your mates if you like!

On the PD front this month we have an absolutely mouth-watering stack of wonderful games...just for you!

First up, released by PD Soft, The Assassins compilation on disk No.72, and on this disk as usual, are three smart games which include...

Escape 2 The Preview - an Alien Breed type game. You guide your little guy through various sections of a maze, solving puzzles on your way. These include finding your way around disappearing floors, transportation zones and getting to those all-important hearts to keep you alive.

Overall, **Escape 2** isn't that bad for a PD game. I've seen plenty of full price games that are nowhere near this standard, and it should keep you going for

quite a while. Thumbs up!

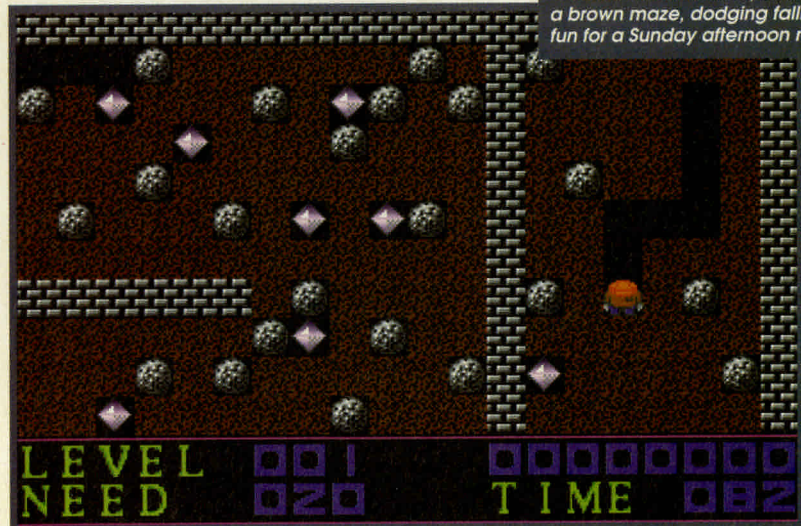
Boulderdash is up next - plenty of these jewel-collecting gems were released as PD, but most programmers changed the original basic, allowing a more modern design. Sadly, that isn't the case with this version. This is the original Boulderdash, and it may be a classic, but after seeing all the updated versions the game becomes not much more than a chore. The animation is a little dodgy, it tends to be a bit jerky. The graphics put the Amiga to shame. A pity really, as another new updated version would've been nice.

The final game on the disk is **Car II**, this was programmed by a Swedish guy - oo-err - (Oi! - less of

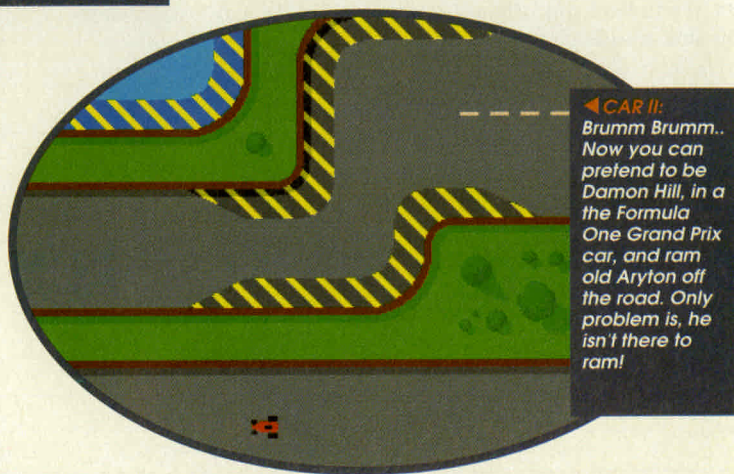
the schoolboy humour you cheeky young pup - Ed), and is an over the top view racing game. It consists of a little red racing car which speeds about loads of different tracks in Sweden, I presume. There are ten tracks in total, and they each get harder as the game goes on.

This game is extremely fast - so fast in fact, that it can be too much to control at times, but if you don't fancy fast cars...then drive slow! The big problem I found with **Car II** is that you race against time, not other cars, which can be a bit of a downer. Every time you race you get a score, the faster you complete the track, the better your score. Simple eh? The game is awesome, it kept me at my Amiga for yonks! A brilliant game to finish off the disk with. Well worth a look!

The next disk up is another by PD Soft. The



▼ **BOULDERDASH:** Well, basically, just run around a brown maze, dodging fallin rocks. Hardly any fun for a Sunday afternoon really, is it?



◀ **CAR II:** Brumm Brumm.. Now you can pretend to be Damon Hill, in a the Formula One Grand Prix car, and ram old Aryton off the road. Only problem is, he isn't there to ram!



◀ **CLIFFHANGER:** If you don't get your word correct...Dave goes bye bye! Poor chap..

Assassins disk No.77. **Balloonacy** - the first game on the disk - is basically a hot air balloon, hovering over a city. You drop bombs and blow it up - what an excellent plot! The game is quite addictive, considering the simplicity of the whole thing, and although the graphics are quite bland, it's the game that counts, and it's brilliant.

Next up, **Cliffhanger**. Nope, no relation to the film starring Sly Stallone, But nonetheless, a fun game for all the family. The game is virtually Hangman, with a difference - too many mistakes and your little chum will throw himself off the cliff, wahey! It's a great updated version of the classic game that's worth a place in your collection. Especially as it costs about thruppence ha'penny plus postage.

Italian Stallion

Finally on this disk - **Descender!** Oh dear... I just couldn't work out what to do - I'm sorry (get out to the sandwich van you useless dolt! - Ed again). Great graphics though, in this rather weird space game.

Captain K is next, courtesy of the kindly chaps at NBS/Central Licenceware Register. You take control of a little space hopper type dude who fires sticks of dynamite at cavemen, and then for some reason collects flowers! This turned out to be quite a good platform game, and I quite enjoyed it, but after a while the levels did become a little boring and samey, which most platform games suffer from. But

◀ **CAPTAIN K:** The hero lands on an alien planet, and with Kirk-like integrity, blows away even the most helpless of creatures.

never mind, it's still a great and inexpensive disk for your collection.

Last but not least, it's PD Soft with another release, The Assassins disk No.86.

SmurfHunt - do you remember the family? Papa Smurf, Rugby Smurf, Mad Axe Murderer Smurf, and that blonde one... yes... good... well now you have to waste them all in this fantastic shoot 'em up. It was created on the Shoot 'em up Construction Kit, and the graphics aren't that bad - the death sequences being quite groovy. Simply put, a nice blood thirsty shooting game with the power to please.

Game number two - **Lord Of Hosts** is a two player chess type game which has incredibly weird rules. Not much else really - just the same old chess thing whereby you move funny pieces around a board and say "checkmate" every few hours.

So there you have it - a selection of good, bad and ugly games to entertain and thrill. Probably. Tune in again next month, and if I'm not back at school flicking spitbombs at Teacher, maybe we'll do it all again.



◀ **CAPTAIN K:** Cute spaceman blows everything to tiny pieces then laughs both his heads off!



◀ **SMURF HUNT:** Poor old Father Abrahams - his only friend in the world is auditioning for a place in a pot of Robinson's jam!

◀ **LORD OF HOSTS:** Yawn!...sigh....Is it my go yet?...no...ok then, I'll just sit here for hours...waiting for Paul to be sad and move his piece!

CONTACTS

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1 Bryant Avenue, Southend-on-Sea,
Essex SS1 2YD, England

NBS/Central Licenceware Register,
1 Chain Lane, Newport I-W,
PO35 5QA

GREMLINS COME OUT OF THE CLOSET

Galloping into the wilderness to bring back masses of Reader Offers for you all, this month we rode on over to Gremlin and raided their warehouse for some of the hottest games ever to hit the shops. Check out what you can buy at some incredible knock-down prices!



LOTUS III

£16.99

"High performance driving at its best, taking the wheels from beneath Jaguar XJ220 and Crazy Cars 3." As the ultimate racing game, this combines all the best elements of its two predecessors and adds more features. Use the unique RECS track editor to create up to literally five trillion different

routes to race along. Developed by the magnificent Magnetic Fields of both Lotus and Supercars fame, you can't be a racing fan without having Lotus III in your collection.



UTOPIA

£16.99

"A combination of the classic games Populous and Sim City. The result is an excellent strategy game in its own right." Utopia is one of the most highly rated strategy games ever to appear on the Amiga. Its 3D isometric graphics are gorgeous and should be enjoyed as you strive to create a better nation and standard of living for your people. Fighting against an enemy force is only one hazard from many that you need to be able to counteract. Fans of Populous, Powermonger, Sim City and Mega-lo-mania will adore Utopia. This package also includes the follow-up data disk.



PREMIER MANAGER

£16.99

"Premier Manager convincingly boots other football management games into touch. Necessary, vital, fulfilling."

Complex and engrossing, Premier Manager slide tackles the likes of Anco's Player Manager and Domark's Championship Manager. Virtually everything you could possibly think of is incorporated into this gem, hence the roaring success it's been since released. Still sitting high in the charts, this is your chance to buy Premier Manager at a bargain price, so make sure you don't miss out.



STAFFORD RANGERS 16 CONFERENCE											
SATURDAY WEEK 1 OF 1992											
TEAM SELECTION											
P	PLAYER	NAME	HT	WK	PS	SH	ST	SC	CH	PL	AG
1	POWELL	10	19	2	8	75	0	0	1	25	0
2	PEADAR	5	23	13	8	83	0	0	1	24	0
3	PEADAR	14	14	23	10	96	0	0	1	20	0
4	SIMPSON	5	19	4	6	98	0	0	1	29	0
5	ESSEX	12	19	13	10	93	0	0	1	24	0
6	REDFY	14	8	25	21	96	0	0	1	20	0
7	BOUGHIV	6	15	10	11	92	0	0	1	22	0
8	FOOT	3	5	22	17	88	0	0	1	24	0
9	CLAYTON	9	19	15	29	87	0	0	1	19	0
10	CLAYTON	14	18	20	17	88	0	0	1	20	0
11	CLAYTON	5	13	17	26	86	0	0	1	27	0
12	HEWING	12	15	2	17	90	0	0	0	31	0
13	HOOD	7	19	23	5	95	0	0	0	26	0

MAXIMUM PLAYERS: 11

GK: GOOD *** MF: GOOD *
DF: GOOD ** AT: GOOD **

TEAM RATING: GOOD **

NIGEL MANSELL'S WORLD CHAMPIONSHIP

£16.99

"They have the technology, they have the experience, they have the endorsement. But do Gremlin have the result? Put plainly, yes." If road racing is not your scene but, instead, you're looking for some authentic arcade-style Grand Prix action then Nigel Mansell's where it's at! Make design adjustments to your car, select tyres to suit the present weather conditions and then take on the cream of the world's Formula One racing drivers from the cockpit of your very own speedy Williams.

Who cares if Nige drives in the Indycar series now. With this you can relive those golden days of yesteryear whenever you want!



You know it makes sense to check these out. All games are £16.99 each including postage and packaging and will be sent to you within 30 days of receipt. Just tick off the games you want on this coupon and send it, along with a cheque or postal order made payable to 'Europress Interactive' for the correct amount, to: Gremlin's Closet Offer, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Please send me:

☐ Lotus III ☐ Premier Manager ☐ Utopia ☐ Nigel Mansell's World Championship

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I enclose a cheque/PO made payable to Europress Interactive for £.....

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Allow 30 days for delivery

☐ PLEASE TICK IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

I's not red, and there are no rocks in it. But it is quite blue, and there's certainly a prodigious amount of print in it. Yes, you guessed it – it's time for this month's completely cool and wonderfully well-filled preview patch.

THEATRE OF DEATH

Here's a chance to sneak an early gander at the latest running-around-shooting-people-who-die-very-messily fest, courtesy of Psygnosis.

p62



F117A

Microprose stick to what they do best with yet another flight sim. This time the lucky aeronautical focus of their far-from-shoddy talent is the F117A Stealth Fighter.

p58



MICRO MACHINES

If you're fed up with racing round those boring old Formula One and Indy tracks, get ready for the Codemasters to dump you in the front seat of one of those nifty little toy-car thingies, and let rip.

p66

BATMAN RETURNS

Will this conversion of the Caped Crusader's latest adventure manage to retain the sexiness of Michelle Pfeiffer's Catwoman, and the plumpness of Danny Devito's Penguin?

p68



ALSO FOR YOUR DELECTATION:

Kingmaker, Premier Manager 2, Dogfight, Bubba 'n' Stix.

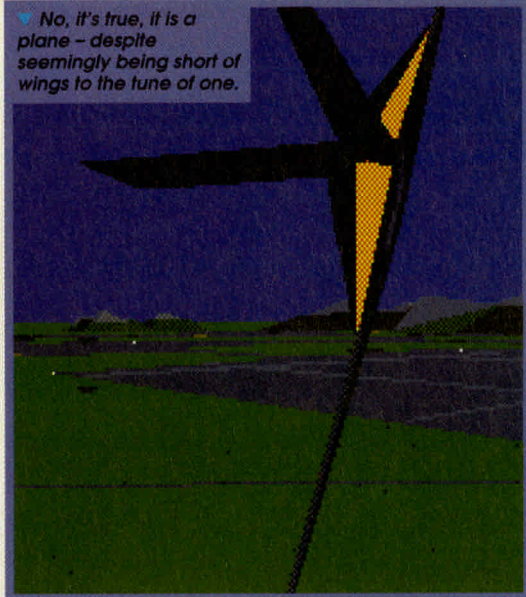
Contacts

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Gremlin: 0742 753423
Gametek: 0753 553445
Codemasters: 0926 814132
Core Design: 0332 297797
Psygnosis: 051 709 5755

THE MOST UP TO DATE PREVIEWS EVER!

Preview Patch

▼ No, it's true, it is a plane – despite seemingly being short of wings to the tune of one.



▼ It's fun to fly a fancy plane. If the dwellings of innocent civilians get in the way, simply shoot the, er, sherbet out of them.



F-117A

STEALTH FIGHTER

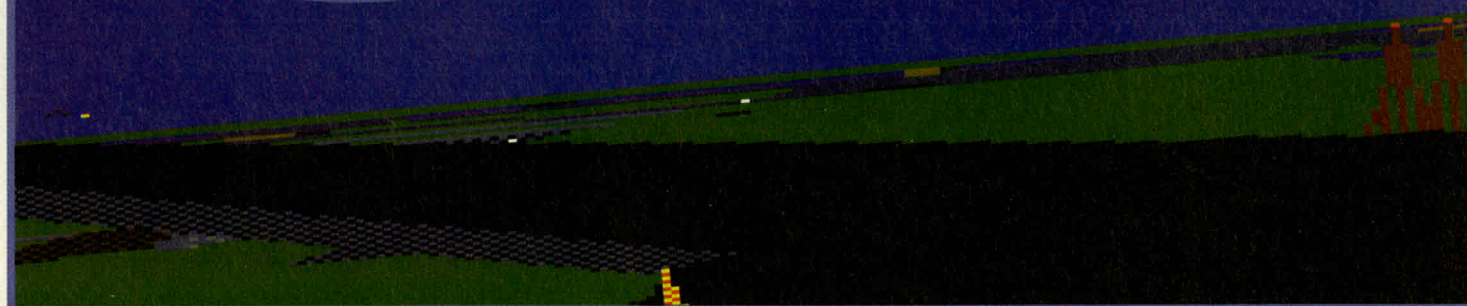
Tread softly through the debris with MicroProse's stealthy release.

Manufactured in the United States by Lockheed at an estimated cost of, oh, must be millions of dollars – the Stealth Bomber is the most expensive, technologically advanced piece of flying kit in the world. If it wasn't for these strangely shaped hunks of metal and those who fly them, then who knows – we might all be living in poorly constructed bivouacs, queuing for hours for the bare necessities of life, and paying thrice daily homage to an ambitious sort from the middle east.

The Stealth is designed in such a way as to make it undetectable to radar. Whereas other planes and vehicles bounce radar signals back to receivers, the Stealth is able to refract the

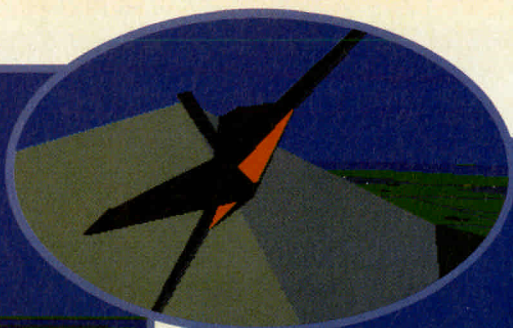
Pathway fired.

▼ The Pathway missiles are the modern day equivalent of the bouncing bomb. Only they don't bounce. And aren't bombs.



▼ Don't be fooled by the lack of enemy – they're crafty sods and will pop up from the most unexpected places. Occasionally.

▼ You will be surprised to learn that this is in fact an enemy aircraft.



signals at various angles, bouncing them around almost infinitely, and thus reducing the chances of detection to somewhere between zero and, well... another very low number.

F117A is based heavily on F19 Stealth Fighter, a top sim at the time of its release, but dated now, especially in terms of graphics, despite still enjoying healthy sales in the shops. As is the norm in MicroProse games, we are given the option to fly over, bomb, and generally destroy several different kinds of land. The middle east is a popular war venue at the moment, and is represented by the inclusion of Iraq, while Cuba and North Korea also make an appearance as previously unexplored lands; at least, as far as MicroProse are concerned.

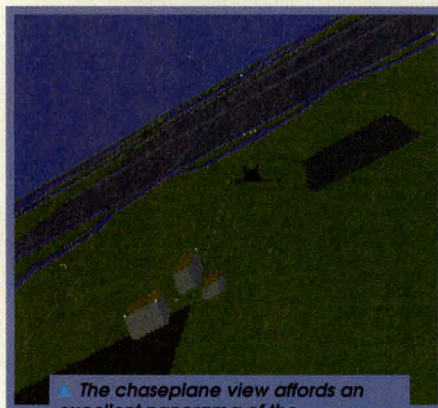
The worlds from within the original games have been vastly improved, in keeping with the MicroProse policy of pushing technology as far as possible, and there are also mythical future worlds to load up and fly around in, making for an impressive total of nine.

Missions vary between those which lend themselves to the talents of the enthusiastic amateur, and tasks that will have even the most skilled pilots quaking in their fur-lined flight jackets. Artificial intelligence of the ground bases and enemy craft have been improved, in order to give a more realistic all round flight and battle simulation, and the graphical improvements just go to serve the

purpose further.

A major factor in the enjoyment of any game is the playability: in flight sims this boils down to two important elements – speed and smoothness, and F117A is well endowed with both. Even on a bog standard A600 the plane moves around with a fluidity too rarely seen, and on the occasions when the smoothness is temporarily interrupted, the speedy frame rate keeps the action going.

'...the plane moves around with a fluidity too rarely seen'



▲ The chaseplane view affords an excellent panorama of the surrounding area.

The programmers have paid particular attention to the cockpit: it's comprehensive – including as it does every feature you are likely to need, and several you probably won't – but is presented in a simple, easy to decipher, manner. A comprehensive radar alerts the pilot to any dangers, ground based or airborne, long before they become a physical threat, allowing plenty of time to react and hopefully deliver a hefty blow to the enemy.

For your various missions you are armed with the standard wing based missiles – invaluable for close in situations – and the mighty Mavericks, which will destroy an enemy stronghold as soon as look at it! On the finished version of F117A, each mission will be played out over hundreds of square miles, with a number of objectives to achieve in each case.

Whilst not perhaps containing the minutiae of detail found on the aircraft in Reach For The Skies, the Stealth is extremely well defined nonetheless – unmistakable as the, er, great flat fish of the sky. All the outside views in the world don't make for an excellent flight sim, but they do serve a purpose, and combine with the cockpit to provide a superbly detailed and playable game.

A night time HUD mode is due to be included, which will add even more depth, and the external views of buildings and targets should round the whole thing off nicely.

▼ There's been some confusion. This is the beginning of the mission. Are there any desk jobs going?



PROJECT: F117A

HOUSE: MicroProse

RELEASE: Sept '93

TEAM: MPS Labs

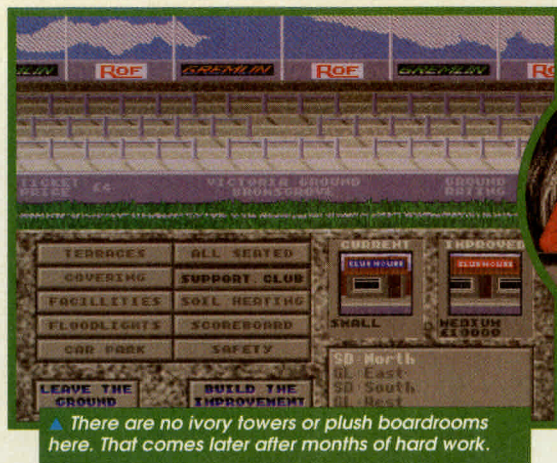
PRICE: £34.99

COMMENTS:

MicroProse have released a couple of surprisingly average games over the last few months or so, and it's good to see that they're well and truly back on form with what is, for them, a more "normal" release. F117A is a sleek, well-oiled machine of a game: it contains everything you would expect in a top class flight sim, and mixes in a few nice touches of its own – such as the scroll around option for targets, and missile chasing view. Any number of flight sims can boast roughly the same amount of features, but not all contain the MicroProse polish. On its release, F117A will burst through the clouds and rocket towards the top of the pile.

INSPECTED BY: Paul

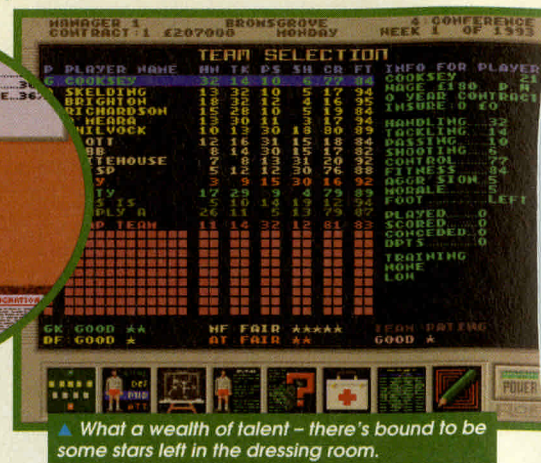
62°



▲ There are no ivory towers or plush boardrooms here. That comes later after months of hard work.



▲ She's a weatherwoman, an opinion gauge, and she makes a damn fine cup of char! Bit of an old witch though...



▲ What a wealth of talent – there's bound to be some stars left in the dressing room.

PREMIER MANAGER 2

Fancy shouting at naked men in a bathtub? Here's where you learn how – pervy!

It's the start of the football season once again, and aptly enough, this is one of two tenuous tie-ins to appear in the mag this month. Anything to do with football has been just about flogged to death by the software companies, but Premier Manager is one of my very favourite games of all time, and I'm dying to find out how Gremlin have topped it...

Overall presentation of the game is very much the same – programmers Realms of Fantasy are utilizing their original game engine – and it is the periphery of the game which appears to have undergone the most change.

For starters – and Gremlin are still deciding just how this element will work – not only will the English teams be present and updated, from the part timers to the Premier League, and the might of those super reds, Manchester United, but Scottish and various European leagues will be incorporated too.

It's entirely likely that the Scottish teams will be included in the version on sale in your local computer shop. Gremlin are hoping to put the European teams in versions destined for

overseas sales, so as to appeal to them there foreigners.

In the game itself, your first problem will be to tie your players down to a contract, and in some cases, especially those of the better squad members, you may need to offer them a Brian Clough-like "sweetener" to persuade them to stay.

Training is more involved, with more control over specific areas, and the option to really push your players to their limit (quite right too – they get paid far too much anyway!).

Ground improvements have been updated too, with far more

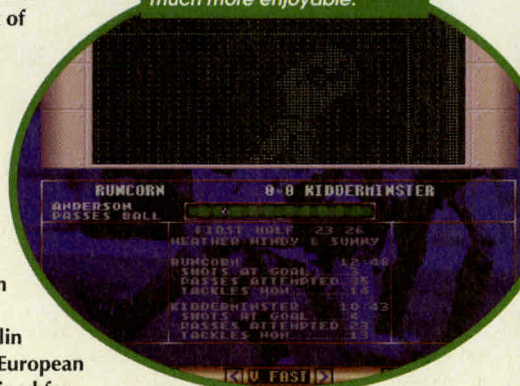
scope to alter the various parts of your stadium, from new lavatories to modern plastic seats. And you can actually see the changes take place on the various ground pictures.

A club secretary sits provocatively behind her desk with legs to her eyeballs. She'll provide you with weather information and let you know what the board and the fans think of your managerial skills. We're told that the finished version will include an option to fondle her thighs!

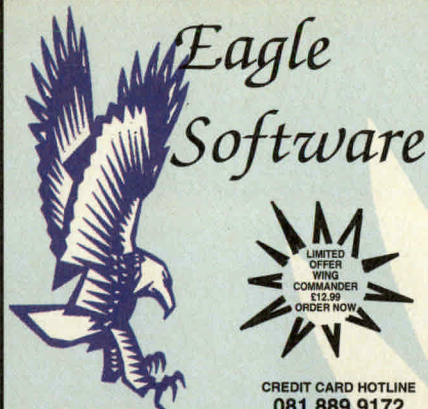
Many people who liked the original game did complain about the relatively poor graphics, and although this sequel has only a two player option instead of the previous four, the game graphics are much better, with more statistics, and a view of the game on a giant scoreboard.

"Training is more involved with more control over specific areas."

▼ Improved game graphics make Premier Manager 2 much more enjoyable.



PROJECT:	Premier Manager 2		
HOUSE:	Gremlin	RELEASE:	Sept. '93
TEAM:	Realms of Fantasy	PRICE:	£25.99
COMMENTS:	Domark's recently released Championship Manager '93 is undoubtedly a very comprehensive football sim indeed. It still doesn't come close to overshadowing Premier Manager though, which in my opinion is one of the best games available for the Amiga. Premier Manager 2 retains all the details of the original, but builds on them in every way, which, when it is completed, should ensure that this becomes the best football game on the market. The only drawback I can think of is that Premier Manager is still selling so well, and I'd hate to see my favourite game slip down the charts! Oh well, I suppose you can't have everything.		
INSPECTED BY:	Paul		



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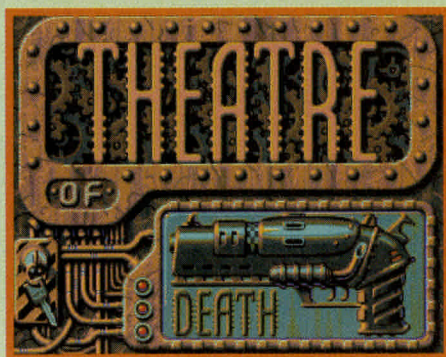
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▼ "If you go down to the woods today You'd better go with a grenade launcher..."



▲ A squadron of bombers prepare to add a few new craters to the lunar surface.

Over the last couple of years paintball skirmishing has taken Britain by storm. For those of you who've been hiding away on Jupiter or somewhere, the – if you will – 'rules' of paintballing, run as follows. Having been equipped with special guns which fire different coloured balls of paint, two teams are set loose to fight it out over a mock battleground – usually a few acres of farmland. In the long and spectacularly messy confrontation which follows, 'kills' are registered by the number of paint splots each team manages to land on their opponents.

In other words, paintballing provides an irresistible chance to blast the hell out of another human being without actually hurting them – well, except for the ruddy great bruise which usually accompanies a paintball strike, that is. For just one day you can be Dirty Harry, John Rambo, The Terminator, Elmer Fudd... And who could resist living out a weird fantasy like that?

By this point you could reasonably be asking why on earth I'm going on about paintballing when I'm supposed to be telling you about Theatre of Death. Well, if you took the idea of paintball skirmishing, put it on a computer, replaced the puny paint-shooting guns with masses of seriously violent hardware and made it possible to quite literally blow the enemy agents' heads off, then Theatre of Death could well be what you ended up with.

Total carnage, absolute destruction, utter mayhem and a few jokes besides.



▲ Erm, this is a map. And jolly useful it is too. Especially if you're into orienteering.

For this game, the teams, made up of an initially small number of little Populous-style commandos, take part in a number of missions over a number of large landscapes. A map can be called up showing the relative positions of each team to help you dream up a game strategy (while simply running towards the enemy and shooting a lot is undoubtedly masses of fun, it's not likely to improve your teams mortality rate!).

Team members can be moved round the landscape either individually or as a unit, and can attack with just their fists flying or, more

THEATRE OF D



▲ Wow, look at all that! Tanks, a helicopter, a man with a jet-pack, bomb craters, an igloo and some snowmen...

▼ As you move around, you have a Head-up Display on screen. Use this to execute commands.





▲ As you can see, Theatre of Death is not exactly ecologically sound.



▲ Death in the desert. Yes, here we have it, the final proof that wherever you are, getting wasted is still a deuced messy business.

sensibly, with some heavy duty firepower. All manner of ultra-destructive weapons are at your disposal, and on some levels your men can pick up tanks or helicopters and make the carnage even more dramatic.

Not that there isn't enough carnage anyway. Scorching someone with a flame-thrower incinerates him down to a tiny pile of ash before your very eyes. Lobbing a grenade

at a foe sends his head flying high in the sky, before it falls gruesomely back onto the bloody pulp that until so recently had been a perfectly good soldier...

If you've lost a few men, and it's beginning to look a bit grim for the rest of your boys, you can call in a limited number of reinforcements. These may be extra men, or a squadron of bombers who obligingly wing by and hopefully blast the enemy and their stronghold into tiny, weeny pieces.

The massive violence in Theatre of Death is really quite funny (honest!), and programmer Dave Anthony told us it was always meant to be this way. "We never intended it to be a serious kind of thing," he said. Thus we find over-the-top mission instructions such as "Wax everything that moves", and nice touches like red double-decker buses on the moon or the shark which glides up and munches any poor soldier who manages to get marooned in deep water.

Dave began working on Theatre of Death last October. "I just sat down, had a look at

"...we never intended it to be a serious kind of thing"

loads of games and tried to see what made each game good or addictive," he told us. Dave decided freedom was the greatest asset to games, and

developed Theatre of Death

accordingly. "I wanted a game which gave the player freedom in as many areas as possible, so I incorporated a wide environment to move over, lots of people to control, loads of weapons, and plenty of varied missions."

There should be between 60 and 80 missions in the finished game, spread across four different types of landscape: grass, lunar, desert and snow. In keeping with the desire to keep the game as free of constraints as possible, these missions generally have no set solution. Nor are they accessed totally linearly. For example, completing one mission could open the way to another three, from which the player could choose at will. This means that even if you finish the game, you can go back to the start and begin all over again, choosing different missions to follow a totally new path to the ultimate victory.

Dave reckons there's still quite a lot of work to be done before the game is ready for sale. "We've got a team of artists working on beefing up the graphics, and we're constantly managing to increase its playing speed". Until recently Dave had only been able to work on the project in the evenings after university lectures, but now that he can dedicate his whole time to it he hopes it should be ready in a month or so.

▼ If only blocks of flats on earth looked as pretty as that.

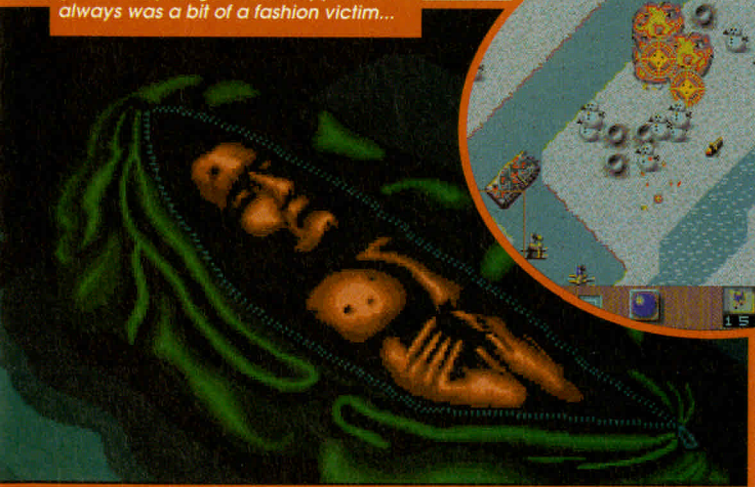


▼ That's me in a rather fetching shiny green body-bag.. Well, I suppose I always was a bit of a fashion victim...



▲ Die, snowman scum! Take that, my frosty foes! You've been iced! (And he showed so much potential - Ed)

EATH



PROJECT: Theatre of Death			
HOUSE:	Psygnosis	RELEASE:	Oct '93
TEAM:	Dave Anthony	PRICE:	£29.99
COMMENTS:		Theatre of Death is such a brilliantly simple idea I'm amazed nobody has done it properly before. Even on the early version I saw, the gameplay was more than frenetic enough to keep your adrenaline pumping. I particularly liked the way you can select a single soldier to stalk the enemy - you can't help imagining Rambo on a mission of death and mayhem, or The Terminator wiping out an entire police station. Also, the two-player option promises some rather fine mate-bashing potential... If the control system is perfected, and the missions are varied enough, Psygnosis could be on to a corker.	
INSPECTED BY:		John	

KINGMAKER

Travel back in time with "Flat Jack" Simmons, in this classic recreation of the War of the Roses.

Scrabble, US Gold's recent attempt at converting a board game to the home computer medium, could be viewed as either a great success or a bit of a failure. I say this because, although the game was exceptionally well programmed, and really couldn't have been any better, the product just didn't work too well, simply because it wasn't right for conversion.

Now they are having another crack at it with Kingmaker, programmed by the highly experienced team of Graham Lillee (Heroes of the Lance), and Kevin Bulmer (Corporation, Legends of Valour). It's based on the strategy boardgame of the same name, which was released over 20 years ago and has apparently sold hundreds of thousands of copies.

The game offers an abstract recreation of the chaos, war and intrigue that epitomised the period of the so-called War of the Roses. The players objective is to control the last surviving royal piece – and so become the undisputed King of England.

Why should fans of the boardgame bother with a computer recreation of their favourite, no matter how faithful it is to the original. Well, thankfully, plenty of other features have been added, that just

The game offers an abstract recreation of the chaos, war and intrigue...



▲ Strategy is of utmost importance, as the dastardly Yorkshiremen are sure to have a trick or two up their sleeves.

▼ The pie-eating Lancashire lads are on their way...



wouldn't be possible without the aid of a computer. For instance, this version offers a very strong computer opponent, so, if you fancy a quick conquer and there is no one around to challenge, you can still have a go.

Also, every game is supported with a cinematic, animated graphic sequence, complete with voices, music and sound effects, thus building up a much greater atmosphere than you could ever have sat around the kitchen table.

The game is entirely mouse driven, and will include a completely intuitive icon system that will give the players easy access to all of the game functions.

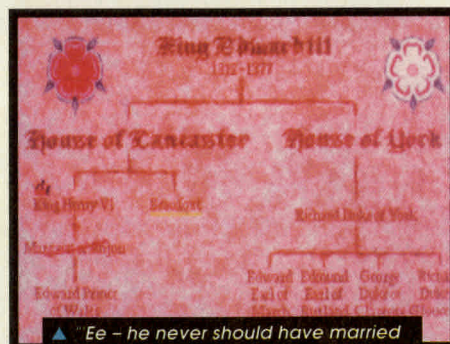
There are many more features included than we have room to detail

here, but if you can just hang on for four exceptionally short weeks we will give the finished version of the game a thorough going over.

▼ Make sure your weapons are sharp – those castle walls are a bit on the strong side.



▼ Failure in your quest isn't advisable, as it is the King to whom you answer!



PROJECT: Kingmaker

HOUSE: US Gold RELEASE: Oct '93

TEAM: Graham Lillee, Kevin Bulmer PRICE: £29.99

COMMENTS: Kingmaker is looking as though it could be an excellent product when it is released in the near future, however, I must admit that I'm sceptical. In my experience, boardgames and home computers just don't mix. Don't get me wrong, I will be the first to admit my mistake if Kingmaker amazes and astounds us when it arrives in the office sometime next month, but somehow I don't think I will have to, no matter how well programmed it is. There is no doubting Kingmaker has great potential, but then, so did Scrabble and Trivial Pursuit, and neither of those lived up to expectations. We'll just have to wait and see what happens.

INSPECTED BY: Steve

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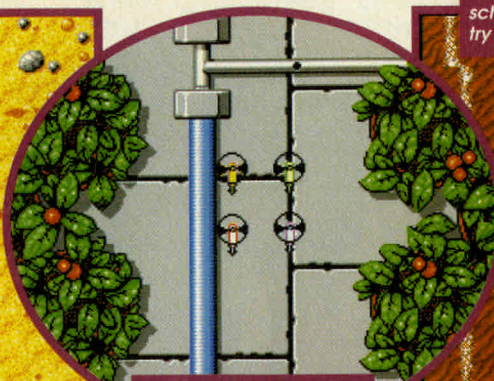
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▲ Micro Machines takes a different approach to traditional race games.



MICRO MACHINES

Fancy a drive round the pepper pots and over the cereal packet?

Never ones to be described as boring, or even traditional, Codemasters had to try and take their race game one step further than your everyday, run of the mill type car sim. They have done this by going for a game featuring those childrens favourite toys, the Micro Machines.

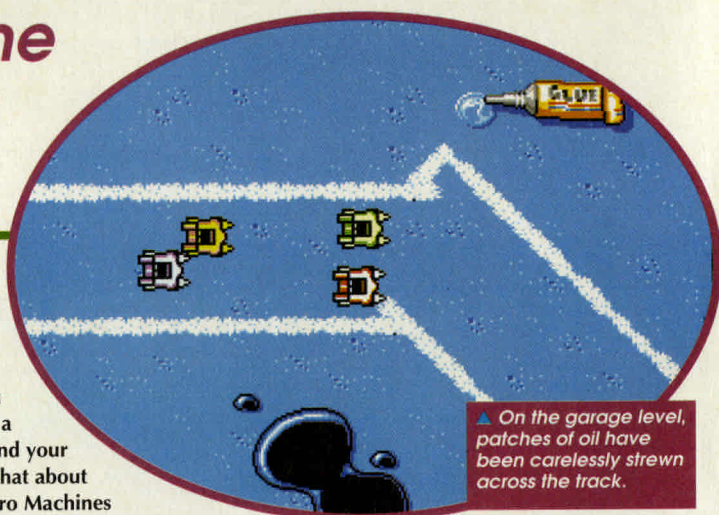
Now obviously, with something like this, you couldn't just go for a straightforward game, oh no. You have to come up with something just a little bit different, and that is exactly what Codemasters have done.

Already a massive hit on console machines such as the NES and the MegaDrive, Micro Machines is ready to take the Amiga by storm, with its fast action thrills and spills, in a number of unorthodox vehicles, and on a

number of extraordinary circuits.

Where are the least likely places you would expect to race a car? How about around your breakfast table? Or what about on a schooldesk? Micro Machines offers you the chance to compete on these and more. You can race miniature helicopters around a patio, or jeeps in a sandpit, you can even charge unreservedly around a garage or a bedroom.

OK then, so you've got a decent scenario for your game, better put in some good gameplay. Well, you can rest assured that when Micro Machines appears on the Amiga it



will have retained absolutely all of the addictive qualities that led to the one of the console magazines hailing it as one of the best and most playable games ever. I have played both the console and computer versions and can safely say that they are identical in every way, or at least as near as makes no difference.

In my honest opinion, even at this stage Micro Machines is one of the

best race games ever to grace the home computer, and it's not even finished yet! This is definitely one to watch out for when it is released.

▼ This should really be Paul's favourite level. He does like a bit of a waffle. Just check out one of his reviews to see what I mean!



"...fast action thrills and spills, in a number of unorthodox vehicles."

PROJECT:	Micro Machines		
HOUSE:	Codemasters	RELEASE:	Late Summer
TEAM:	In House	PRICE:	£19.99
COMMENTS:	At last, something a little bit different than the old hat racing track games. OK, when you get right down to it, Micro Machines is still just a race game at heart, but what is good to see is that they have put some not inconsiderable effort into the concept. Not only that, but the game itself plays fantastically well. The control seems a little awkward when you first play, as you go skidding off the track losing valuable time, but you soon get the hang of it and become competitive. Once you do you will be completely hooked on what looks like being a superb racing game - one to challenge the best.		
INSPECTED BY:		Steve	

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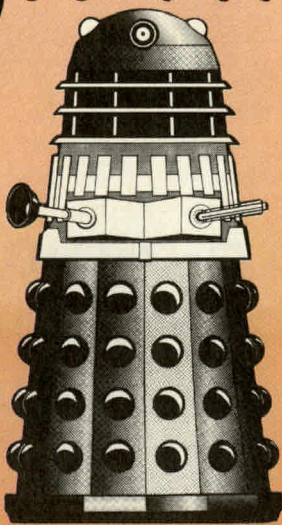
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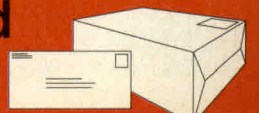
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BATMAN

No super hero has been the subject of such radical image changes as Batman. The Caped Crusader began as a naive, barrel-chested comic-hero of the 30's, and became a podgy B movie creation of the 50's, complete with blanket-stitched army-surplus cowl. Then there was Adam West's camp and satirical portrayal of the 60's and in complete contrast, Michael Keaton's dark and sexually-charged apparition in the late 80's blockbuster movies. Rumour is that Batman 3 is being planned with the possibility of Robert DeNiro as Two-Face following those great actors Jack Nicholson and Danny Devito, who stole the show as Batman's arch-crooks in the previous two films.

Unlike so many movie licenses, Batman has been served well, with Ocean producing the all-time best-selling title, and a thoroughly reasonable game to boot. Now a game based on the movie Batman 2 is nearing completion

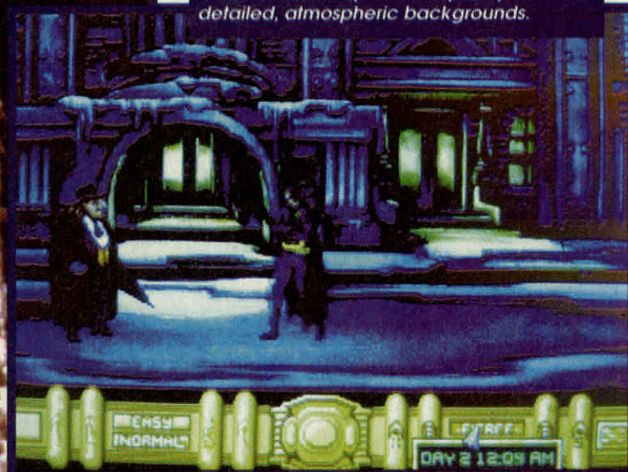
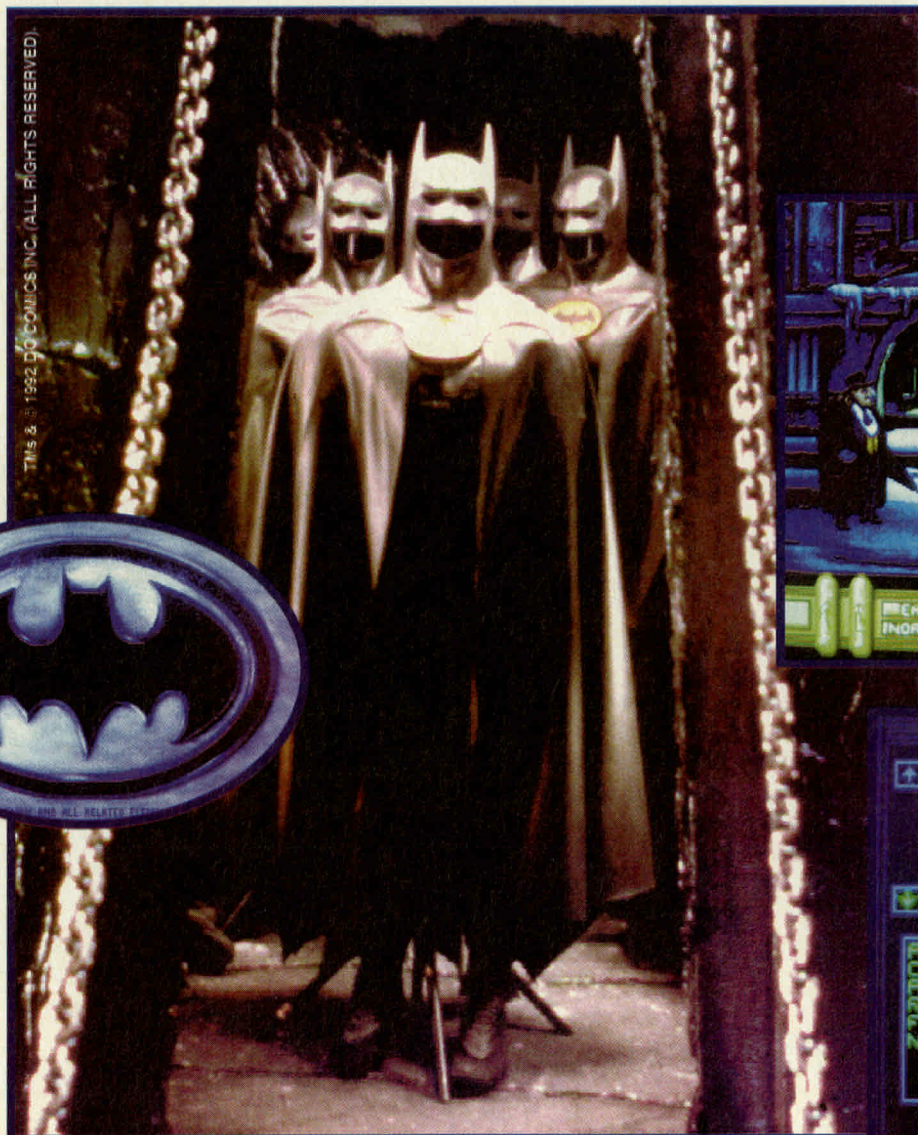
It's time to p-p-p-pick up a Penguin (and catch a cat) with the caped-crusading native of Gotham City.

from Konami – to be published by Gametek in the UK. Once again, the designers are attempting to recreate the dark and mysterious atmospherics so prevalent in the movies with some powerful and moody graphics. The characters in the sequel lend themselves even more than in the original to graphical interpretation, with the leather-clad Batman joined by the rubber-fetishists dream, Cat

Woman, and Devito's Penguin, a brilliant creation of a bitter, despicable and depraved freak, filled with poison and bile.

The movie portrays a perfect white Christmas in Gotham, with the Yuletide proceedings threatened by a darkening cloud which threatens murder and mayhem at the hands (or should I say fins!) of the Penguin. With the player assuming the part of Batman, the game follows the plot remarkably closely, combining a diverse range of gameplay styles. From Oswald Cobblepot's emergence from the sewers, his alliance with a power-mad industrialist, the spectacular but ruthless Red Triangle Circus and Penguin's underhand

▼ The excellent sprites fit superbly onto the detailed, atmospheric backgrounds.



KNOWN CRIMINALS

PHIL "THE LEECH" ANDREWS
DENNIS BARVEL
RICHARD CARTER
KAY DOLA
LESTER PARADAY
WADE "BARBEDUE" KELLER
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EXIT

RETURNS



▲ It's tough growing up in Gotham, and so must you be if you expect to wear gear like this!

▼ Rid the city of crime, then drop in on your friend the mayor for a friendly chat.



▼ A large array of moves is required before some of these large blokes will shut up!



campaign for mayorship. Pitted against the highly-imaginative terrorist campaign, Batman must travel through Gotham, with the player controlling a beautifully animated sprite.

Batman can float, cape outstretched, from building to building, and then from ledge to ledge with the grace of a trapeze artist, able to utilize any of the marvellous toys from his utility belt.

Animation is no less than spectacular in the many combat scenes, with some superb sprites of the principal characters. During fighting scenes, the player must control the ferocity of Batman's combat just in case a foe can be interrogated. (Erm... does this mean don't kill them then? - Ed). In this instance the screen changes to stills, in which the player can control the line of questioning and choose how to act on various pieces of information.

In contrast to the

"...the player controlling a beautifully animated sprite."

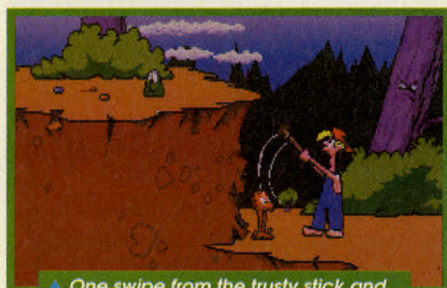


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PROJECT: Batman Returns	
HOUSE: Gametek	RELEASE: Oct '93
TEAM: Konami	PRICE: £TBA
COMMENTS: At preview stage, Batman 2 looks a dynamic and powerful game. Spectacular graphics and animation in a game which, although it adheres to the general plot, allows the player to explore and experiment, which can produce many different outcomes. Rarely has such a combination of game styles been attempted, let alone appear to gel so well, with a tight combination of role-playing, combat and cerebral puzzle-solving. This is the type of thing that will hold some appeal for game fans of all types. Dinosaurs might have taken the wind out of the Batcape, but as this slick title promises, Batman will undoubtedly return.	
INSPECTED BY: Jason	

BUBBA 'N' STIX

Lorry drivers of the world unite! We're coming to get yoouu...



▲ One swipe from the trusty stick and the crusty blob is history!

As someone who spends a great deal of time behind the wheel of a car, I am very taken by the storyline of Core Design's latest game. A lorry driver has been kidnapped you see – spirited away by aliens towards a distant planet.

Oh joy! – no longer can he wildly career across lanes with scant regard for the safety of others. No longer will he hurtle from junctions directly in front of oncoming traffic, then proceed towards his destination at an obstinately sedate 15 miles per hour. No longer – and this is the best news of all – no longer, will he and his horn-tooting, headlamp-flashing cronies form a ruler straight line across all three carriageways of the motorway, necessitating the performance of all other vehicles on the road to become akin to that of a combine harvester pulling a square-wheeled caravan!

Not that I am embittered from personal experience in any way, you understand...

Bubba is the hijack victim in question, who unfortunately is hurled from the spacecraft – lorryful of animals and all – rather prematurely, and finds himself alone on a

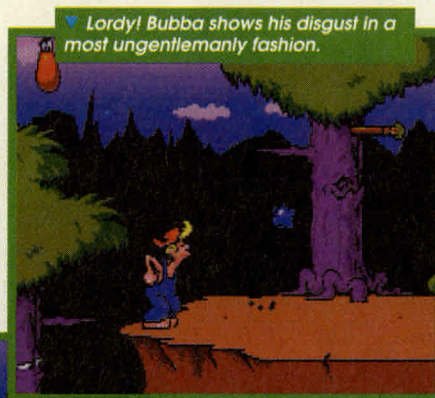
strange planet, armed only with a seemingly intelligent, er, stick.

The stick is actually much more use than one could reasonably expect, in fact it is the focal point of this strange platform puzzler, constantly required as it is to perform various tasks which will hopefully lead the confused animal delivery man back to Earth.

On top of anything else, the graphics are outstanding. Bubba himself looks a bit like a cartoon representation of Jeff Fahey's wild-haired Lawnmower Man.

Several layers of detailed parallax race smoothly along with the scrolling, urging the player to question whether there are only the standard 16 colours on display, and the drawing and animation of everything purveys a strong cartoony feel.

Bubba 'N' Stix is played through 11 long levels, the idea being to negotiate Bubba past



▼ Lordy! Bubba shows his disgust in a most ungentelemanly fashion.



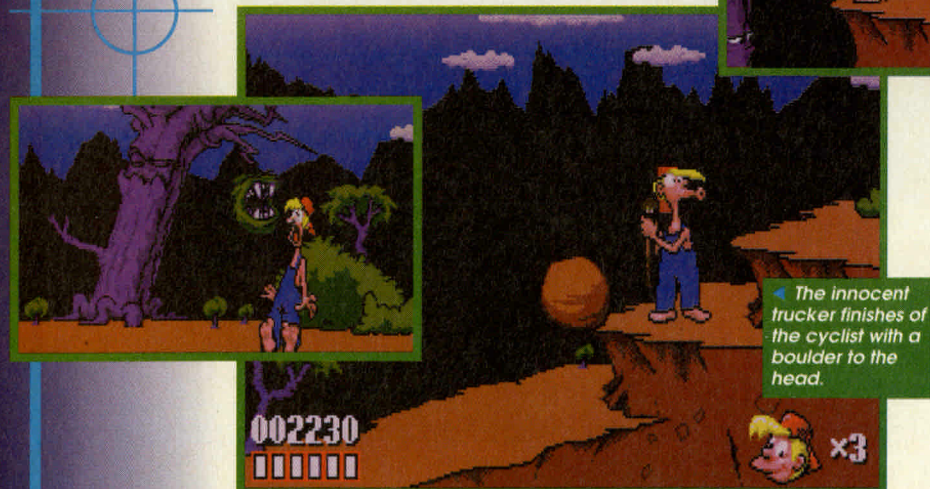
▼ He's behind you. Strangely, the trees have a habit of uprooting and wandering off.

Bubba himself looks a bit like a cartoon representation of Jeff Fahey's wild haired Lawnmower Man.

unfriendly aliens, through hazards and traps, and over difficult terrain aided only by the trusty stick. It doubles, trebles and quadruples up as all manner of implements, from a simple truncheon for quietening the baddies, and a handy climbing tool, to a javelin and springboard platform.

A strange and barely applicable link springs to mind, and I'm going to use it because it's the best way I can think of to explain how the game works. In Lemmings (it always seems to end up here, doesn't it?), you have several creatures of varying abilities, and need to decide which ones to use to solve the puzzle. In this case, you have one stick, which can be used in several different ways, dependant upon certain variables, and you need to know what these variables are, and how to use the stick in every case.

The game is due for a release on the Megadrive, which obviously has more flexible control, and programmer Mark Watson must have had his work cut out in making the simple, yet comprehensive control system work. He seems to have done an excellent job, but I guess we'll find out for sure come September.

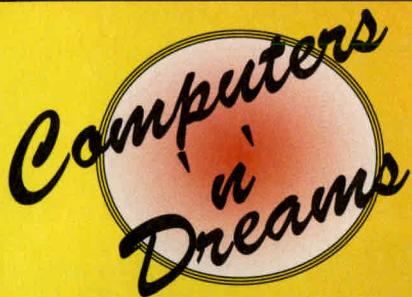


◀ The innocent trucker finishes of the cyclist with a boulder to the head.

002230
||||||

x3

PROJECT:	Bubba 'n' Stix		
HOUSE:	Core Design	RELEASE:	??????
TEAM:	Mark Watson	PRICE:	£25.99
COMMENTS:	Core Design eh? Two puzzle games on the go – completely different from each other and both good, original concepts. Bubba 'N' Stix mimics Premiere somewhat in the graphics department, with it's bold sprites and large, colourful backdrops. I suspect this will be great fun to play simply as a platformer, with the zapping of baddies an integral part of the gameplay. As far as the puzzles go, it's hard to tell how sharply the difficulty curve will rise, and therefore how much of a challenge it will be. One thing's for sure though – I'm looking forward to a sequel, when hopefully we can see a few bus drivers get the same treatment. Ha!		
INSPECTED BY:	Paul		



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DOGFIGHT

Not a tattered Pit Bull Terrier to be seen, but another flight of fancy from the M's...



MicroProse are certainly busy little bees at the moment. Gunship 2000, F117A Stealth Fighter and now Dogfight, all within the space of a couple of months. But that is just the tip of the iceberg. If you were to have a sneaky peek at their release schedule in the run up to Christmas, you would see a product list that would demoralise many a software house.

Anyway, on to the matter at hand. What's all this Dogfight business then eh? Well actually, it is MicroProse's first pure aerial

combat simulation. Basically, what that means is that none of the usual accessories, such as campaigns have been included, allowing the player to immerse himself in the action completely and immediately.

That is not to say there is a lack of detail. Dogfight will hopefully accurately present the action and excitement that is involved in two players battling it out for air supremacy across six historical scenarios. These range from fighting over the trenches of World War One in an aircraft made of wood, canvas and

chicken-wire to battling it out from about three miles apart in one of the latest fly-by-wire aircraft of doom.

The strategic side of things has not been completely ignored though. You can plan individual combat missions, from attacking Zeppelins to destroying SAM sites, in order to increase your chances of success.

You will also have extra resources at your command, such as other fighters, bombers and early warning aircraft. You must set each resource an individual task so that, when the battle begins, you will have the best chance for attack or defence.

Dogfight is taking a less conventional approach than most flight sims, as it is much more accessible to a person who is not particularly interested in this type of game.

Someone who likes a bit of a fly around every now and again, but cannot be bothered learning the intricacies entailed in most modern flight sims could find him or herself attracted by Dogfight.

Dogfight is taking a less conventional approach than most.

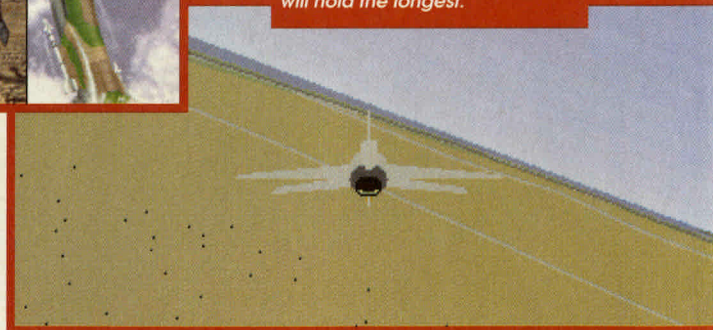


▲ Dogfight gives you the opportunity to take to the clear, blue skies and fight in all manner of different aircraft.



▲ The What If option allows you to mix aircraft from different eras.

▼ Headed straight at your foe, it is all a question of whos nerve will hold the longest.



▲ Now is that a comprehensive choice of aircraft or what? You can pit any of these against each other.

PROJECT: Dogfight			
HOUSE:	Microprose	RELEASE:	Sept '93
TEAM:	MPS Labs	PRICE:	£34.99
COMMENTS:		I like a good flight sim as much as the next person, but I do feel they have become somewhat staid of late, and, to be brutally honest I have been getting a little bit bored with them. I must admit though, Dogfight has rekindled my interest more than a little bit. The thought of being able to enjoy a game of this type without wading through a pile of manuals before being able to even begin, and then having to spend hours practising before becoming anything close to competent is very appealing to say the least. I have played the finished PC version and thought it was excellent. If the Amiga version is half as good as it should be, it will make an excellent purchase.	
INSPECTED BY:		Steve	

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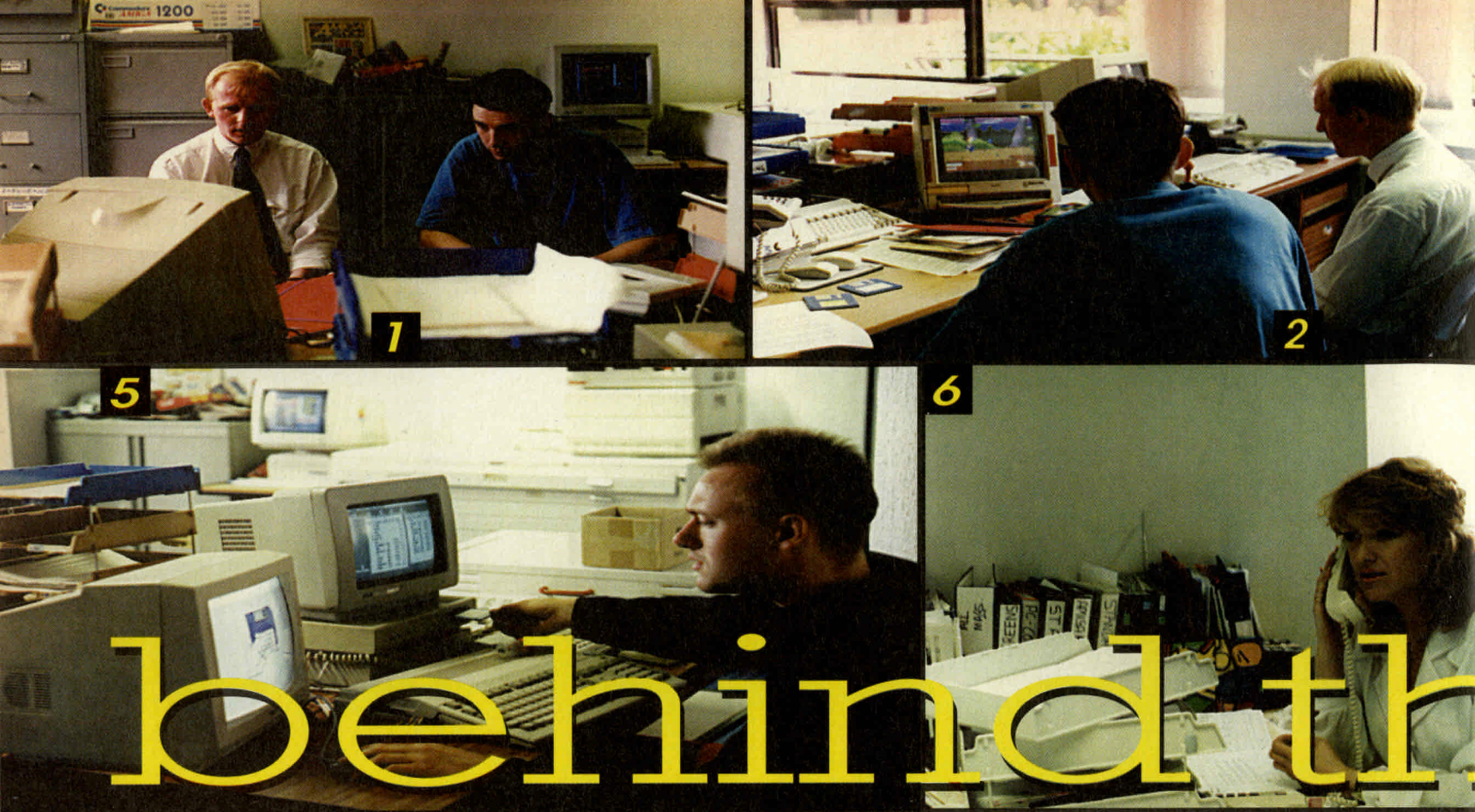
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questions than right here?... Look
out for more behind the scenes info
from various places soon.

BY: PAUL ROUNDELL

PICTURE 1

At the core (sic) of Amiga Action are the reviews. We've had a fair bit of correspondence lately regarding the dwindling amount, but the number of games we cover depends wholly upon how many are due for release from the software companies. Early Summer is traditionally a quiet time, but things are beginning to pick up again now, as you can see for yourselves from this month's contents.

Much of the time, the reviewable material (nearly always pre-production and fingerprinted) arrives in the post, but most PR people or company directors pay us frequent visits too. On the left is Richard Barclay, one of the directors of Core Design, who in this case is showing the bloke with the drugged look (er, me) an early version of Bubba 'N' Stix, and the finished Blob.

PICTURE 2

We don't let just anyone invade our beautifully maintained office though - Richard tends to be a bit peckish whenever he comes along, and usually hauls

me off to the Little Chef for Lemon Sole fingers before anything else, which means he's always welcome! What the company representatives usually do, is run through the game with us, highlighting the major points, and generally giving us an overall feel for their product. There may be certain elements in the game which don't immediately spring forth, - it's in their best interests to point these out, so as to get as favourable an opinion as possible!

PICTURE 3

They're busy people, these software types, and they haven't got all day to spend with the likes of us. Once they leave, we'll have a better look at the game, and maybe pass a few comments we didn't feel were a good idea in their presence!

More often than not, we will be provided with cheats for infinite lives, or level codes, or the like. We do spend as much time as we feel is necessary on each game - RPG's and flight sims for instance, demand more time than, say, a platformer - but we are limited, and can't afford to play every game

through to the end (but try telling John that!). The cheats allow us to have a good look at all aspects of a game, so that we can then pass on our infinite knowledge to you!

To be quite honest, Alex Lee here is Editor of our sister magazine GB Action, but agreed to pose for us because of the reluctance of the camera shy, two-headed Steve.

PICTURE 4

Once we're happy that we've seen enough of the particular game we're going to review or preview (or write a feature on, or anything else that crops up), we get down to the business we're ultimately paid for - writing.

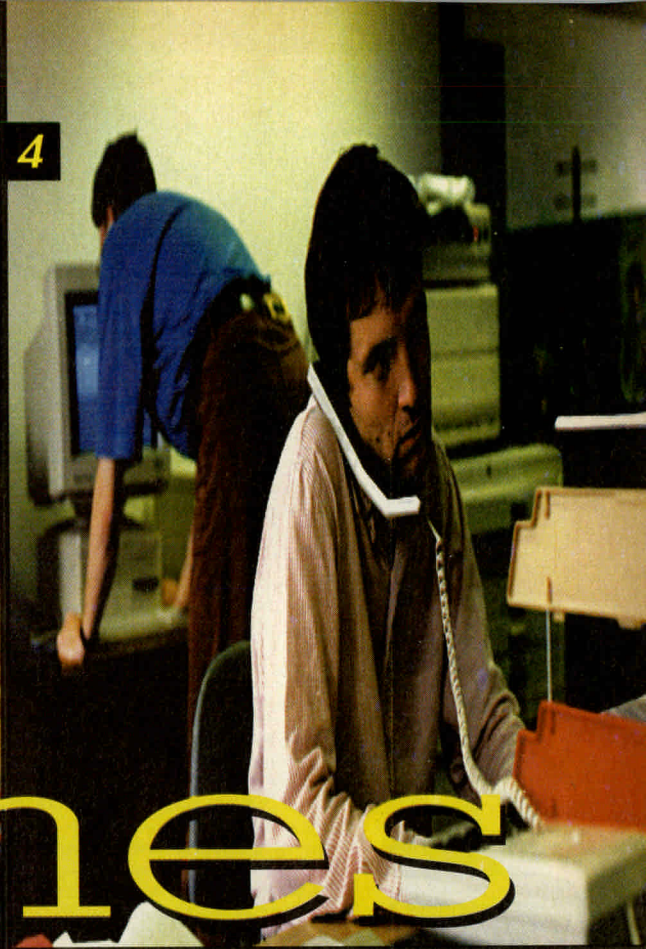
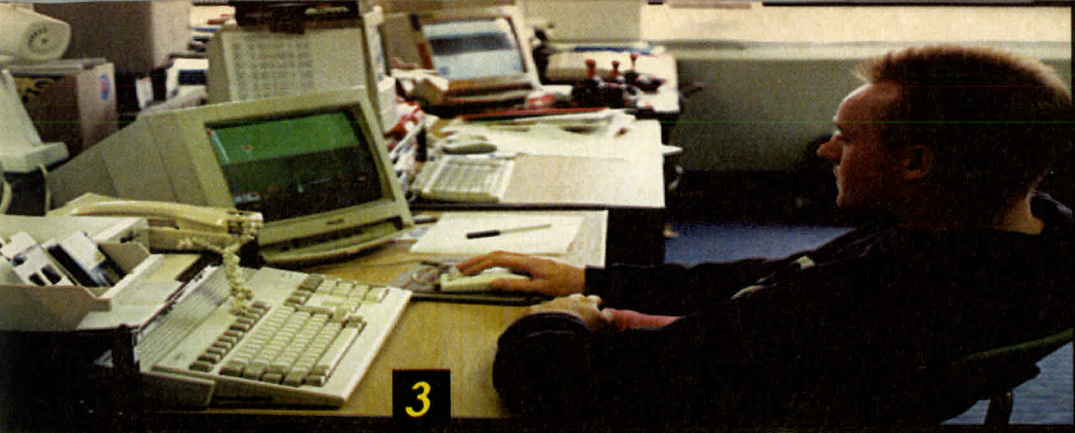
Everyone has their own style, but you may be surprised to learn that very few of us actually make notes, preferring to simply sit down and, er, let the prose flow. Sometimes we will be provided with press releases by the software company, briefly outlining the gameplay and other relevant details. In the case of Core Design, they usually put together a comprehensive storyboard, detailing the intro, plot, gameplay, and most of the different levels.

The time it takes to write a piece varies widely. A one page blueprint, with company notes, once played might take only twenty minutes or so. A three page feature, on the other hand, with notes, and maybe a tape recorded interview (such as the Steel Sky one you've probably just read), might take up to a day - especially with the noise level in the office! Super Action Editor, Simon Kirrane is pictured helping out his dear Amiga Action chums.

PICTURE 5

Once the piece is written, it's time to take the screenshots. We do try to give a good representation of the game with these, and make them as interesting as possible, not only to attract people such as yourself, but also so that Roger and Fiona don't get their wha's'names in a twist!

Of all the mags in Europress Interactive, our screen grabbing equipment is the cheesiest. The idea is a very strange one - an A500 is wired to, of all things, an Atari Mega ST4, with a large hard drive. One or two toggle switches are connected, and once the image we want is on the screen, a freeze pedal halts the



the scenes

image, and by flipping a switch and pressing a button, the screenshot is transferred onto the ST.

When we have enough, they are crunched down, put onto a disk, taken to a large Macintosh, decrunched, and separated into colours the computer can recognise. Depending on the game, this process can take longer than the writing – especially when the hard drive plays up – like, twice a day!

PICTURE 6

While all this is going on, the sales staff, such as Ad Manager Fiona Carey, are in contact with the software companies, convincing them that their money would be well spent in placing an ad or two with us.

Every now and then, a minor dispute may erupt between editorial and advertising, when ads want extra space, and we begrudgingly agree. The Team 17 ad on page 15 for example, was a strange little thing that came in at the last minute, and it took a few moments haggling before we decided on that spot. We impose on the ad department from time to time though, so the relationship is generally a good one.

PICTURE 7

Once an article has been written, and the relevant screenshots taken and doctored, it's time to make the whole thing look like a magazine! Roger and Fiona set the pages on very powerful Macs. Since the successful redesign of a few months ago, each section of the mag has its own specific look, and it is the job of the art staff to create an attractive, easy-to-read page in

that style.

The computer can do virtually anything you ask of it, (even make a brew) and in order to keep Amiga Action looking fresh, the shots are stretched, squashed, placed in circles, and the text layed out in the simplest way possible. Occasionally, the editorial staff may need to add or cut a few lines to make the whole thing fit neatly onto the page.

If we can get away with it, we'll do the captions on screen. But we get told off by the arties for doing that too – they're really strict, and most of us are frightened of them...

PICTURE 8

F117A Stealth Fighter has reached the proof stage, and now needs checking for any mistakes that were missed by the writer or the computer's spell checker. It is at this stage that I might pick up on the fact that a small word lies on a line on its own. It isn't a mistake, but it does look a little untidy.

Perhaps some repetition has crept in. It sounds like an elementary mistake, but it isn't until the proof is checked that things like this become obvious. In the case of F117A, my introduction was too long, and needed re-writing, and my final comment was too short, and needed an additional couple of lines.

PICTURE 9

Once the proof has been checked by myself, or the newly promoted Steve in all

his pompous glory, Don – our Publishing Director – casts his eagle eye over it for any glaring clangers we may have missed, or indeed any colons that should be full stops, or dashes that aren't long enough! Dedicated chaps that we are, this is hardly ever the case, but he might change the wording of a sentence, or cut out a particular word if he deems it to be offensive.

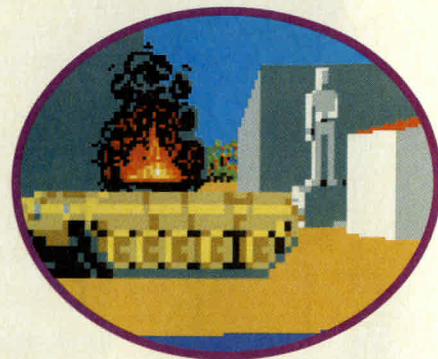
Once these final changes have been made, the page – at the press of a button – is transferred to film, which is used by the printers when making up the magazine.

For the curious, this should give you at least some idea of what goes on between the late starts, long lunches and games of Bully's Darts. You can stop writing letters to us on this subject now, but if there is any other Amiga-linked theme (however tenuous the link!) you would like to find out more on, let us know, and we'll do what we can to dig up the dirt. It's a day out on expenses, after all... **AA**



GIVING THE GA

*Trouble with your tanks?
Troops getting trounced? Cast
your eyes over this
comprehensive guide and
your worries will be over.*

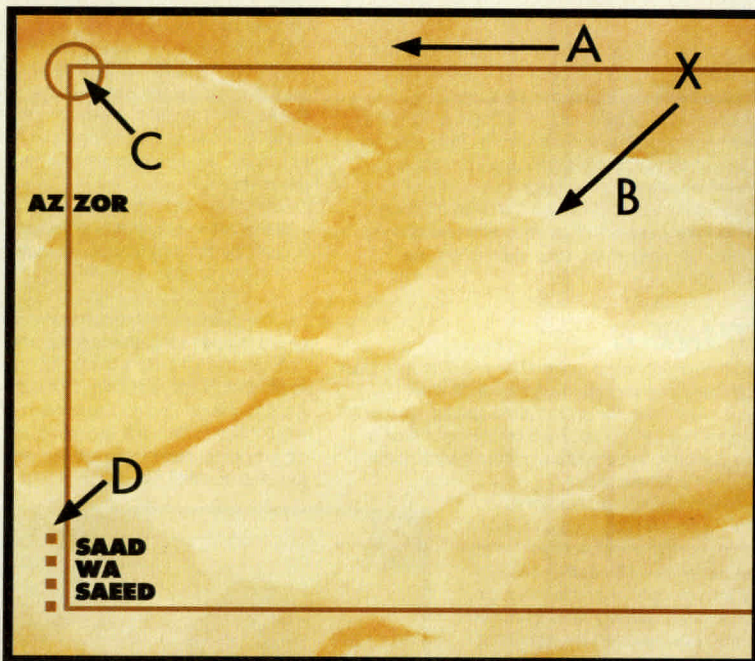


How to get into cheat mode

On the filing screen pop up a file and instead of your name type in Let me cheat! (making sure you include capital and exclamation mark). Instead of now pressing return, hit the RESET button. The number next to the LOSSES column will now be 1, and this shows you are in the cheat mode. Now type your name in and you can get into the game as normal. When you reach the map screen where you choose which battle area to attack, you are now able to get to any of the squares on the map. Basically, if you hold down your right mouse button while selecting which square to go to, you can choose to get to any square on the first island. If you get into the briefing screen for that area, you'll see the appropriate map.

In cheat mode, there are two major facilities:

- If you press the Left Amiga key and W during a scenario you will automatically win. Please note that you will get the wrong de-briefing text. You can then continue and progress through the game. In this way you can gradually see all of the battle areas in the game if you wish.
- If you go onto the map screen during a game, and select a destination using the mouse, then pressing the Left Amiga key, followed by the number of a unit (1,2,3 or 4), that unit will go to the destination specified on its map screen. This is a good technique for moving about swiftly in cheat mode.



ISLAND 1 Failaka Island

Battle 1

Choose the top left hand battle area to start. The aim of this scenario is for the player to track a convoy heading from a chemical weapons store in the northern village to a warehouse in the southern village. Then all that is needed is for the player to destroy the two buildings concerned. S, head one group down the main road to the northern village, and another group diagonally across country to the village in the south west. After a few minutes you will spot a group of vehicles leaving the warehouse in the north (it is the most north-westerly building in Az Zor). You can then destroy the building, but leave the vehicles. Your unit in the north should be used to stop any Iraqi forces re-entering Az Zor. This is quite simple, particularly if you use your engine smoke. By the time your other unit reaches Saad Wa Saeed in the south (lay up on the edge of a nearby tree line, or you'll get shot at frequently), you should have just enough time to spot the convoy turning into the second warehouse from the south of this village. Destroy THAT warehouse only, and you've won!

X-START **A-ONE UNIT** **B-ANOTHER UNIT**
C-DESTROY WAREHOUSE IN NORTHWEST
D-DESTROY SECOND WAREHOUSE FROM THE SOUTH



GENERAL HINTS

When you start to play War in the Gulf, it all looks rather complicated. There are four windows on the screen, and you have control of up to 16 tanks. People who just pick up the game find that they kill tanks on their own side before they even meet the enemy! It's therefore important to get used to the feel of the game before expecting to beat the hell out of the opposition. The best way to do this is to play the demo scenario, and make sure you follow everything that goes on. Within half an hour, you'll find that the control mechanism is surprisingly easy and intuitive to use.

There are a few general points to remember when you are playing the game. M1 tanks have much more armour than any of the other vehicles on your own side, so ensure that some of your units are made up entirely of M1 tanks. These should be used for raiding missions, with the very powerful TOW missiles available on your other vehicles kept further away from trouble. This makes sense, because the TOW missile has a range of about 4km.

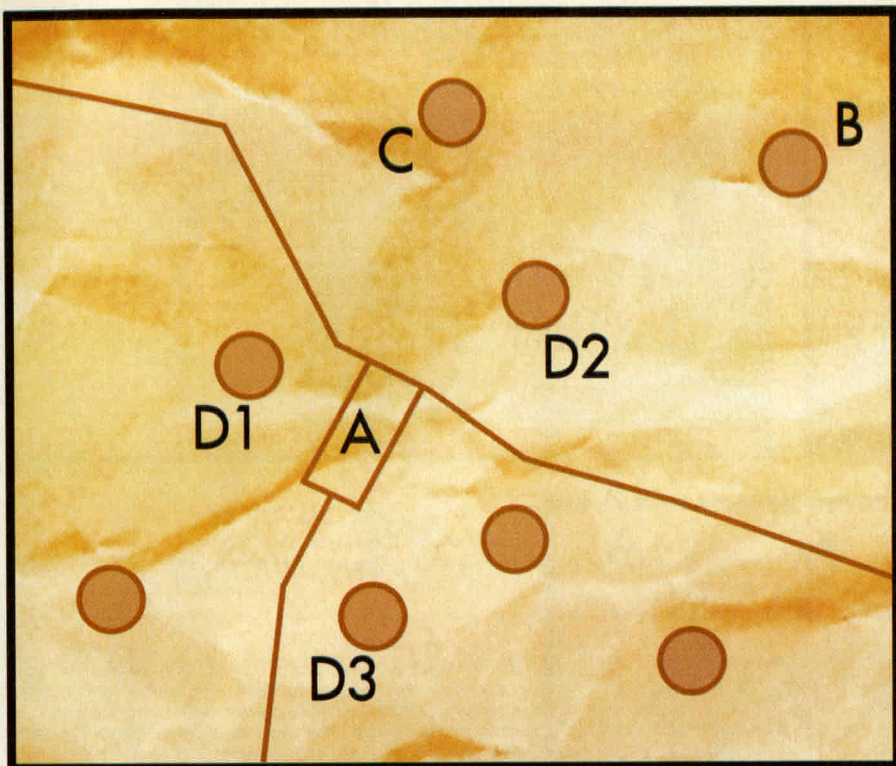
If you find that the opposition are destroying you too easily there are a number of things you can do.

- If you use your engine smoke, then that will make you a much harder target. The Iraqi vehicles have very inferior infra-red imaging, and so will have no firm target to shoot at. There is nothing to prevent you from using engine smoke most of the time, so keep it turned on as much as you want. This may mean that you need to use infra-red imaging, particularly if your view is obscured by the clouds of smoke.

- Normally the opposition unit which is firing at you will be marked on the map display, so as soon as you are receiving incoming fire, try and identify where the fire is coming from. Once you've been spotted it is often more effective to destroy the opposition than to run away!

- Use the areas of forest, particularly the tree line, to move in if you can. If you move your vehicles just inside the areas of forest on the map displays, then you will be able to survey the battlefield while receiving terrain protection. Your vehicles are camouflaged, and often the opposition will not be able to spot you against the tree line.

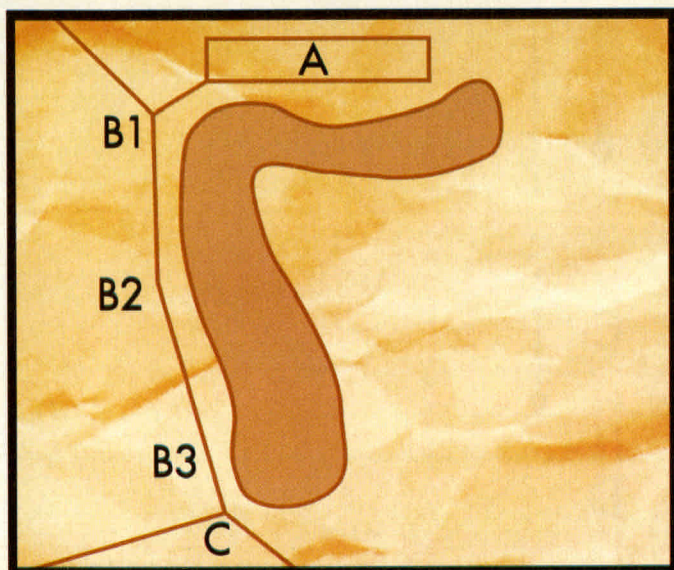
- Note carefully the aims of the forthcoming battle, and work out a provisional strategy before you start.



Battle 2

The battle area in the top right of Failaka island can be accessed next. The aim here is to get all the Iraqi forces out of the archaeological site of Ikaros at the centre of this area. Then you must ensure that no forces re-enter. Finally the player must locate a group of Gaskin missiles in the north east of the area. One grave complication about overrunning Ikaros is that if any buildings are destroyed you lose the battle. To avoid the Iraqis taking pot shots at you (and thereby possibly causing collateral damage) you could well attack them from very long range using TOW missiles. If you do this from far enough away, you will find that you can destroy the forces in Ikaros without any shots being fired back. Now, the best way of preventing further re-occupation of the site is not to stick your forces in the middle and wait for a response. That way there certainly will be collateral damage. So, it is best to set your forces on the edge of the forests surrounding Ikaros (maybe three groups), and wait to ambush forces as they try to re-enter. In the meantime your fourth unit can search for the missile site, which is to the north east of the most north-easterly forest in the area. In all, if you hold out for 30-32 minutes from the start of the battle you will have won.

A-IKAROS **B**-SA9 GASKIN MISSILE AREA
C-POINT AT WHICH TO LAUNCH ASSAULT ON IKAROS
D1,2,3-SUGGESTED LOCATIONS FOR DEFENCE



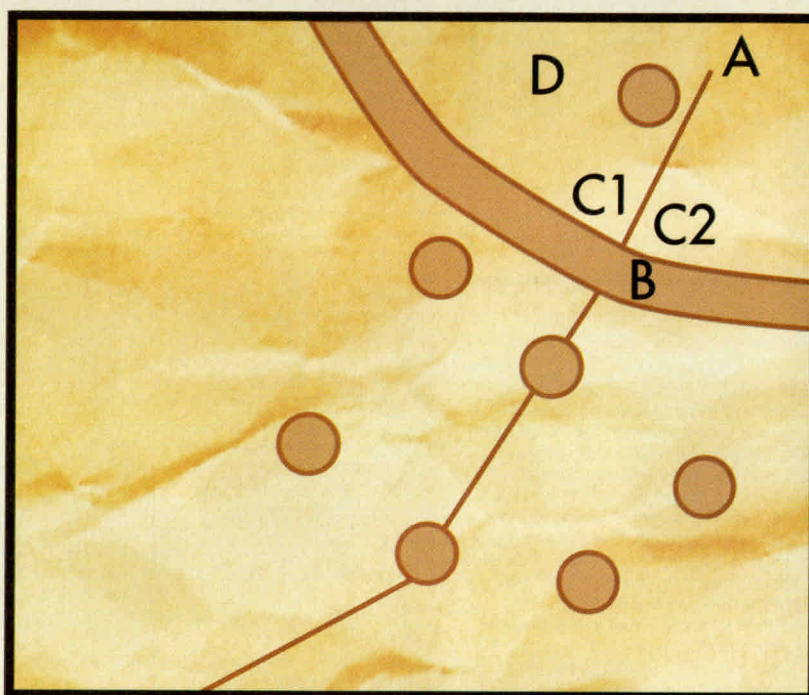
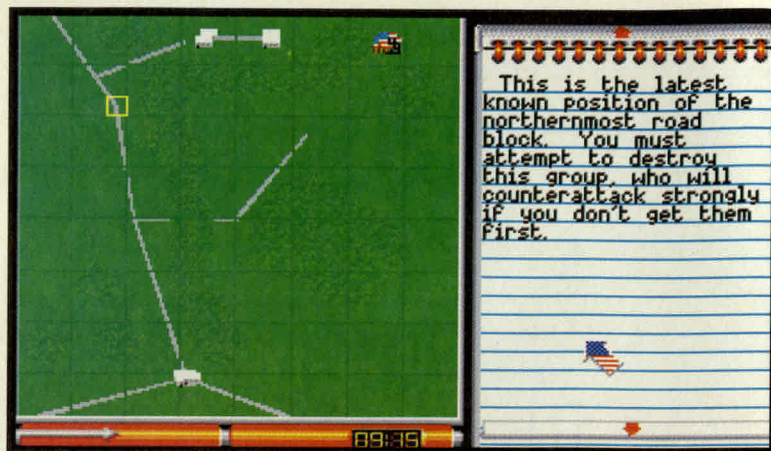
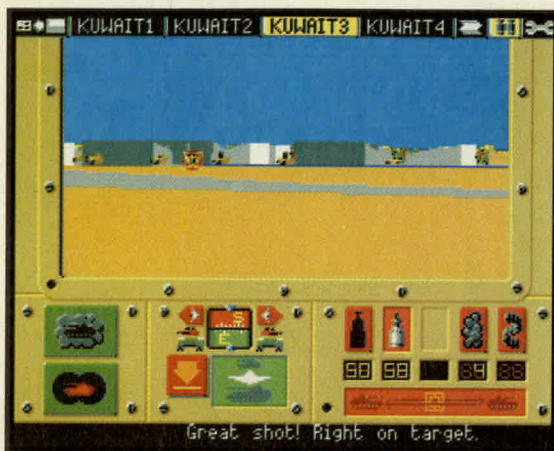
Battle 3

The final battle of Failaka Island is fought out on the south easterly coast. You have to provide protection for a group of support vehicles which will arrive at the southern village of Failaka after approximately 16-18 minutes. Prior to this you should have cleared the road to the north from the village. Another aim is to destroy the helicopters situated in the northern airfield on the island.

So, to clear the northern road, send three of your units to the forest edge opposite the three locations where you have been told there are Republican Guard road blocks. (Yes, it does sound complicated, but everything will become clear when you are in this situation. It should be quite easy to destroy all three units. Now, use the safety of forest cover to take two of your units south to defend the convoy in Failaka. If you place one unit to the north west of the village and one unit to the east of the village, you should be able to provide satisfactory cover. At some point your fourth group will have to launch an attack on the northern airfield. Set this group up in forest cover opposite the middle of the airstrip, and aim to destroy the attack helicopters in the middle of the strip as soon as you can. If you have any difficulty with a counter offensive launched as a result, your third unit should be free to help.

A-AIRFIELD **B1,2,3**-THREE AMBUSH POINTS WITH POSITIONS TO TAKE UP MARKED WITH X
C-FAILAKA VILLAGE

WAR IN THE GULF



ISLAND 2 Bubiyan Island

Battle 4

The first battle on this island is relatively simple. First, you must take all of your troops over the bridge, and in the process destroy all of the groups defending the area around the bridge. Then you must await attacks, which will come from the south, ensuring at the same time that all of your forces are hidden from view of the troops approaching from this direction. Set two units in the camouflage of the forests just to the north east and north west of the bridge. These should be able to dispose of any southern troops as they arrive on the scene. The other two units should then try and attack the police post in the north. The best route to take is to veer to the west, once again using the forest cover to come into the post at close range from the west. If you have destroyed all of the opposition at the post, then you will win, provided you hold out at the bridge for thirty minutes or so after the start of the battle. The all important thing to remember is to safeguard your troops at all times.

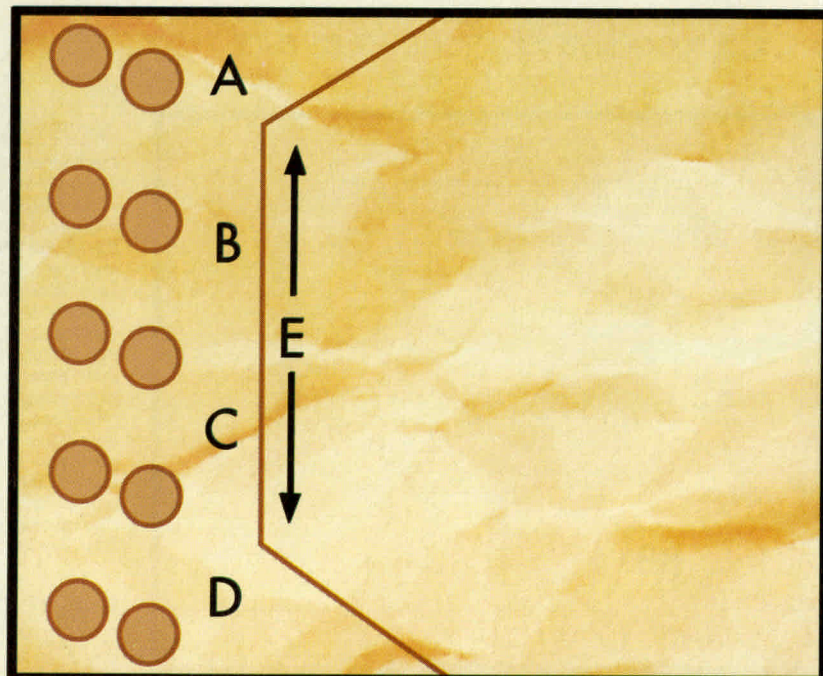
A-POLICE POSITION **B**-BRIDGE
C1,2-DEFENSIVE POSITION
FOR BRIDGE
D-OFFENSIVE ON POLICE POSTITION

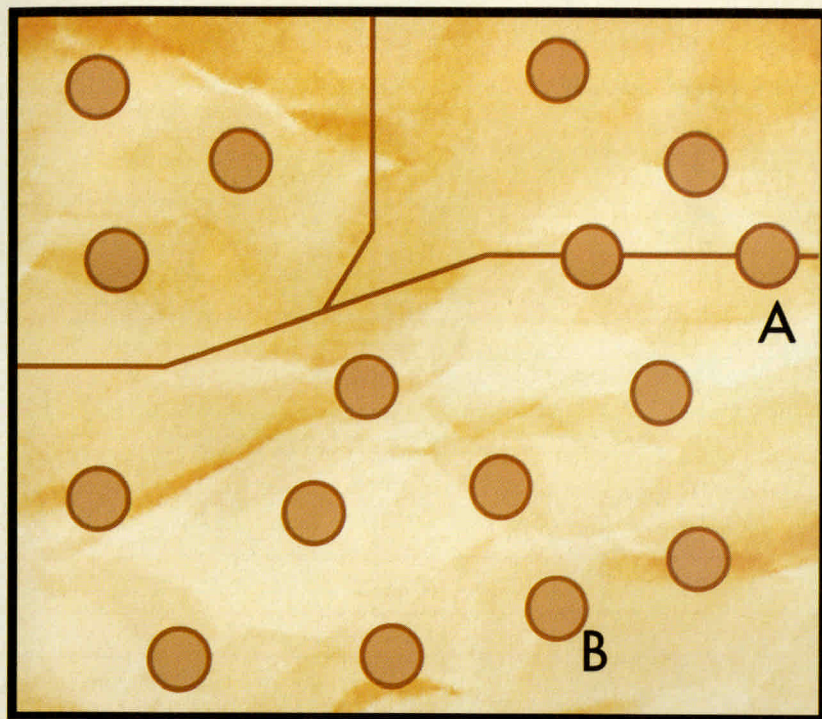
Battle 5

This is quite a tricky battle to get correct, and will no doubt result in many a casualty before you achieve much success. You must protect a convoy which is plying the road from north to south and back, from attacks from the west of the battle area. With four units, your best approach is to put each unit at a roughly equidistant position from north to south to defend the convoy. The units should be to the west of the road, on the eastern end of the minefield. You are now obliged to keep a very close eye on the marauding attacks from the west. If you keep aware of any activity on your map display you should immediately respond. It is also fruitful to just scan the battle view, to keep an eye out for enemy activity. If you are aware of the position of your convoy, you can easily note where the most danger lies at any moment by keeping in touch with the troops. You will then be able to provide protection without losing any vehicles. It can certainly be done - it's all a matter of sticking with it.



A,B,C,D-BEST POSITIONS FOR PLAYERS 4
E-CONVOY ON ROAD

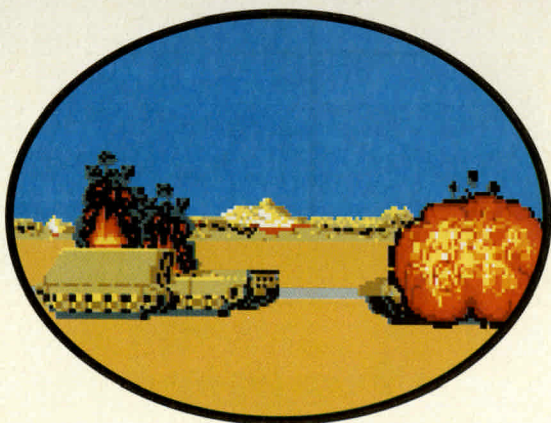




Battle 6

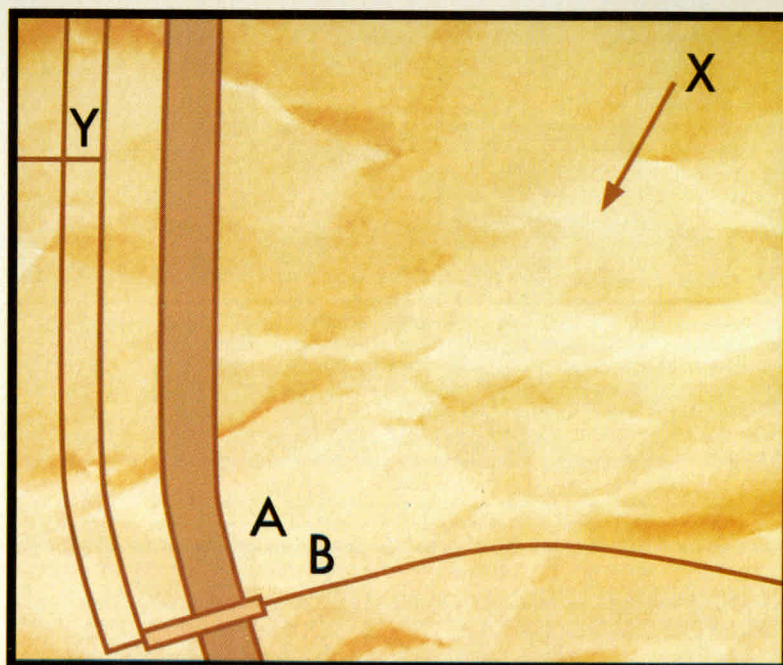
You have a series of objectives in this battle. Firstly, you must prevent any breakout of Iraqi troops to the east, so position one unit at the easternmost end of the east road, and make sure that all activity on that road is stopped. Secondly, you have to search for two vehicles hidden in two separate buildings. In this battle area each forest has a building to the south of it. Now, there is no need to destroy a building to find if there is a tank inside - you can use the infra-red sensors, which will tell you on a quick scan. This will prove very useful, because half of the buildings will cost you money to destroy, and the last thing you can afford to do at this stage is to lose money. On the other hand, make sure you do destroy any building (eg radar tower, satellite dish or comms tower) that will gain you money - you will need it all! So, you will just have to search every building in the area for the hidden vehicles. (Note that they are randomly hidden in different places each time you play.) If you keep to the edges of the battle area as much as possible, you will also avoid a proportion of enemy counter attacks. Once you are ready, make sure that you can reach the rendezvous point at the designated time. The location is just to the east of the most southerly forest. If you happen to destroy the three radar towers before the end, then you will make even more money!

A-POSITION OF UNIT TO DEFEND
EASTERN ESCAPE ROUTE
B-RECONNAISSANCE POSITION

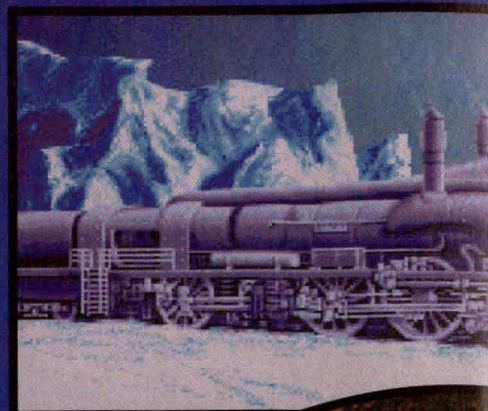


Battle 7

X-START POSITION FOR THREE UNITS
Y-CROSSROADS **C**-BRIDGE TO DEFEND
A-DESTINATION FOR UNIT 4
B-DESTINATION FOR UNITS FROM NORTH-EAST



Oh dear! Stuck on Transarctica?... not now! We delve deeply into yet another game to help out all you locomotive freaks.



Driller thriller

Buy the Driller Wagon in Rhum (references $x=61$ $y=11$). For this you must have some slaves and a few girders because you will have to build a bridge to get to it.

Track and field

Go back down through the whole map until you reach a track-ending located at $x=32$ $y=67$ (corresponding to Hoggar). Put the Driller Wagon at the front or the rear of the train. Then cross the track-ending and a passage will open up through the mountain. Carry on westward and you will reach the Oasis where you will pick up a key.

Go to Baku, references $x=93$ $y=42$ and buy a Harpoon Wagon there.

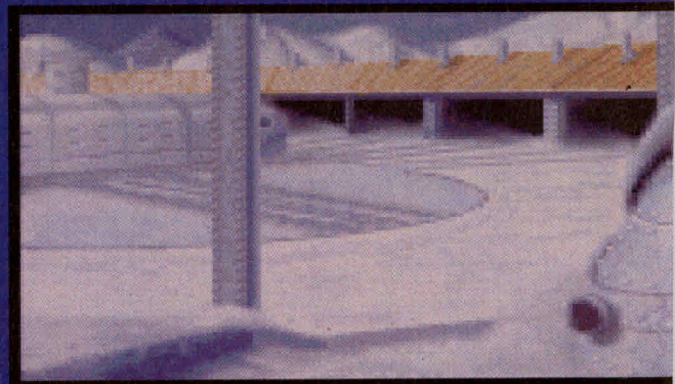
Westward ho!

Set off westwards again and take the network leading to the track-ending at $x=39$ $y=32$. Cross it. The track will continue. Beware - there are lots of dead-ends. To mark out the route you can send rail-cars out on invisible tracks. At the end of the maze you will reach the mammoths' graveyard. Note the five-figure number inscribed on the mausoleum.

Monster mash

Go up to the north-west again, to the Loch Ness Bridge (References $x=11$ $y=10$). Kill the monster using the harpoon wagon. Carry on and stop in front of a complex network of tracks going eastwards. You must reach reference point $x=34$ $y=4$, but beware, the tracks are full of mines. Send out rail-cars. They will blow up the mines and reconnoitre the way through. You can take routes with ruined tracks by repairing them or find the one points-switching combination which enables you to reach the track-ending without repairing the tracks.

You reach the sentry-town. Enter the code which was inscribed on the tomb in the mammoths' graveyard. You will obtain a geiger-counter.

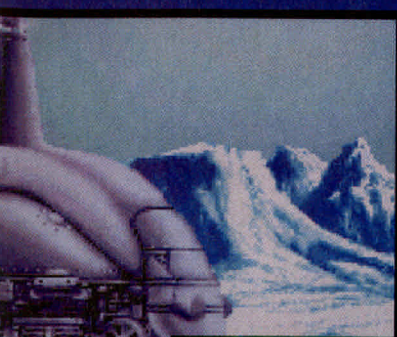


From needles to Nepal

The geiger-counter will be kept round the neck of the general in the headquarters. The needle will be positioned according to where you are located. You can enclose the zone where the needle shows the maximum - it is the frame $x=65$ to 70 and $y=16$ to 28 . Send a spy into the centre of this zone, near a forest, at the precise reference points $x=65$ $y=20$. Once there, the spy will send you a message indicating that he is inside the enemy factory of Tchenobyl. Make your spy blow it up. The passage to the Himalayas will then be freed.

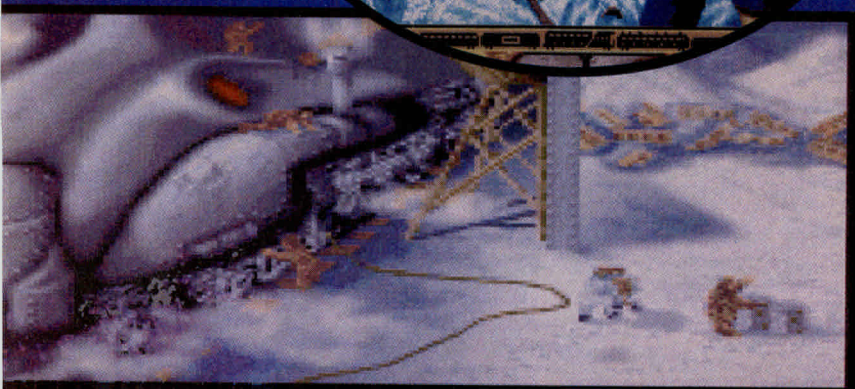
Open for lunch

Set off for the town of Omsk, far away to the north-east. At one point you will cross a drawbridge (references $x=110$ $y=33$). This bridge is open between noon and 2pm. Wait for midday, then launch the train at full speed to get across the bridge. It isn't easy to reach Omsk. Try to mark out the right route on the general map of the world. Just before Omsk you will be attacked by a pack of wolves. In Omsk, buy a cauldron.



In for a big surprise

All you have to do now is climb the Himalayas. Pass the track-ending at reference points $x=15$ $y=68$ after a long journey through the mountains - take on plenty of coal because fuel consumption is high. You will find yourself face to face with the Minotaur, the main enemy train. It's worth your while to have to have several military arguments to confront it with. If you win the day, continue a little way to the end of the line. A surprise awaits you in the heart of the mountains...



Venture into the future with Dave "guidemaster" Goodyear as he infiltrates the mighty powermongers...

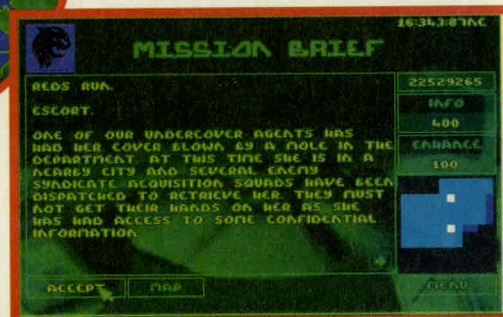
Introduction

As we journey through the following guide we will learn proper money management and expert military tactics. These are the only things you'll need to know as you play through all of the missions. Many people have faltered by investing too much money in projects that have lead nowhere, while others have simply failed due to their distinct lack of leadership in close combat. But the last thing that we at Amiga Action want to hear is reports of \$young adults setting up their own Syndicate groups and trying to take over the world because they've read this guide!

► 1: When you start the game you automatically own the European countries. Now these countries provide quite a large wealth of money, but you haven't been able to collect all of it yet. So what you do is leave the computer on over night. As the game plays in real time, your money banks will increase to astronomic proportions, allowing you to develop things in your research labs much quicker than before. But a quick word of warning: make sure you have the permission of the person who pays the electric bills (Oh Dave - Ed).



▼ 2: When you are being debriefed on your oncoming mission try not to waste any money on buying extra information. It doesn't really reveal anything more than you've already read, so remember, keep things basic and you'll reap the rewards. The same applies to the map enhancement facility as well.



TOOLS OF THE TRADE



This has got to be the ultimate weapon when fighting against multiple enemy syndicates. It has the highest rate of fire and it inflicts so much damage that a car can be blown apart within a few seconds. Expensive but ideal!



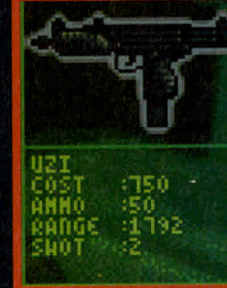
A very important piece of equipment - you'll need this handy little gizmo for when you're trying to persuade other scientists or informers to join your group. Works really well when you have a third version of a brain.



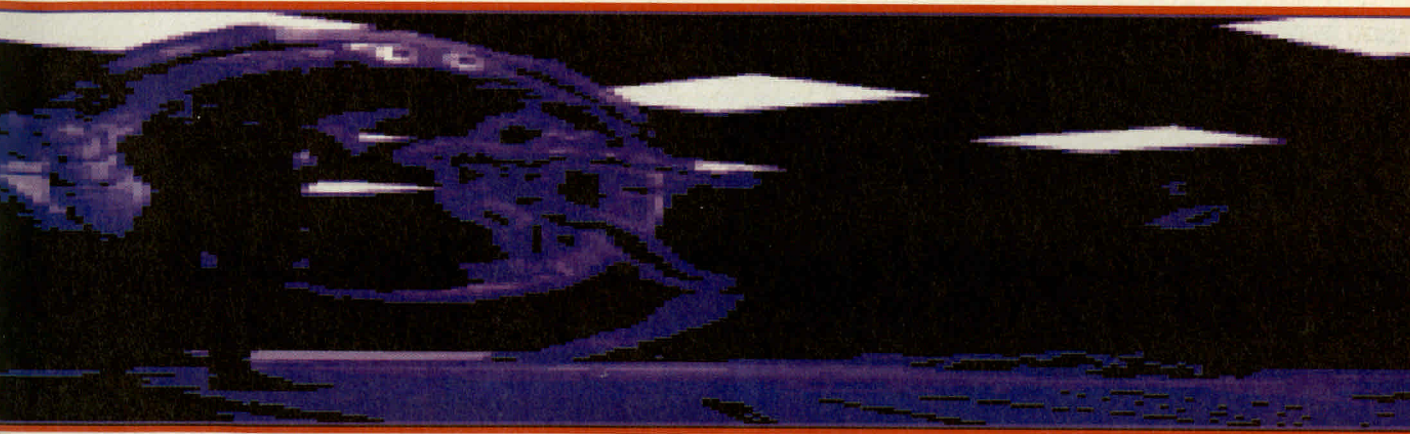
▲ Probably the most treasured item on the first few levels! This small pack of bandages and ointments can actually replace lost limbs and cure charred torsos. But remember - it can only be used once per mission, before refilling its contents at a later date.



▲ Inspiring weapon that is the ultimate for very close combat. One single blast at close range can destroy almost anyone, and it also leaves a very nasty mess on the floor and walls!

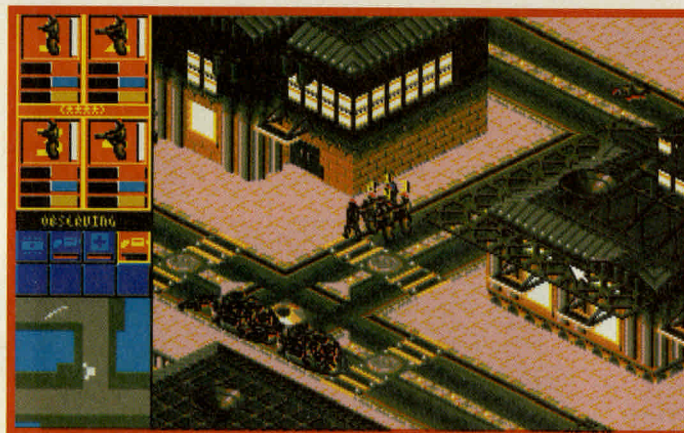


▲ If the mini-gun is not ready, then this is for you! It has a rapid fire rate that's able to inflict moderate damage to any person foolish enough to walk in front of it. And what makes this gun really good is that it is incredibly light and compact, allowing it to be concealed with ease!

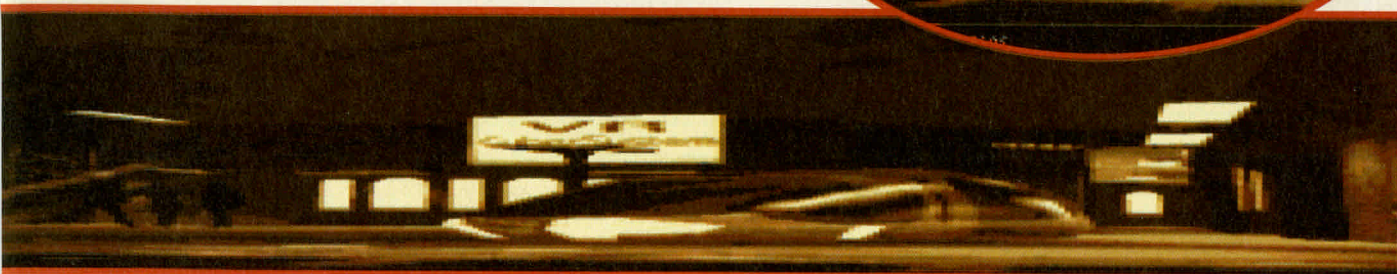


▲ 3: When your laboratories are busy researching better cybernetic parts for your agents, try to attain better chests and hearts first. This will increase your chances of survival overall. Also, try to only buy them for four agents, as money can be easily wasted on trying to improve other agents who are only sitting idle in the cryogenic chambers. Then once you've developed the third version of chests and hearts, you can turn your attention to better weaponry and limbs.

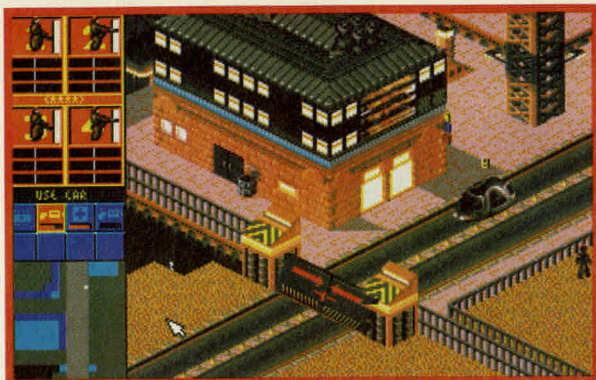
▼ 4: When you have to escort someone out of the city, or clear the area of enemy agents, you can't fail by adopting this position. Waiting near a crossroads on full panic mode will result in total carnage on the enemy's side. As the agents try to attack, your men will simply fire as soon as they are within striking range, leaving the enemy defenceless and without hope.



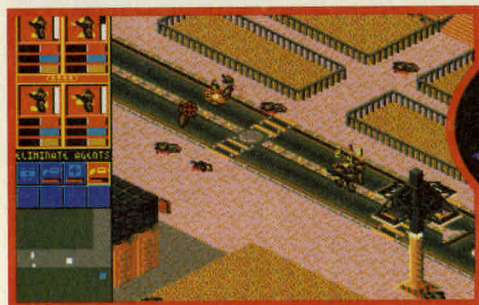
◀ 5: Never go near an enemy agent who you have recently shot if you hear several beeping noises. If you do you might discover its source. Those haunting sounds are none other than a time bomb, so either find shelter in a building, or move ten miles away from the bomb!



SYNDICATE



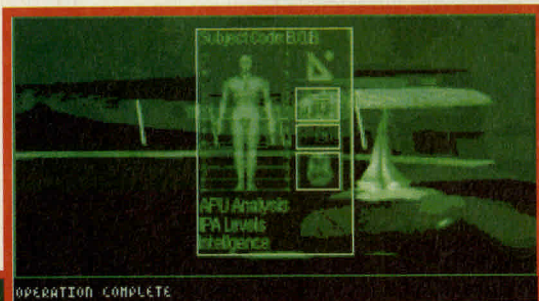
◀ 6: Cars are a very useful means of transportation in this game, (my my - Ed), but they do hold one slight drawback: enemy syndicates can recognise the driver and promptly shoot at him, causing the car to explode. This may be okay if all of your characters are rock hard, but what about that passenger you're escorting? Any civilian caught within the blast will be instantly killed, making your organization look bad.



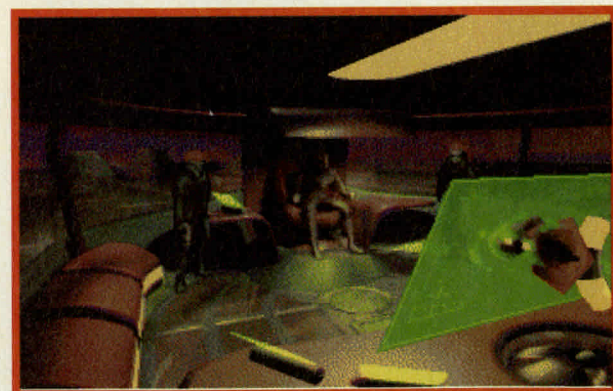
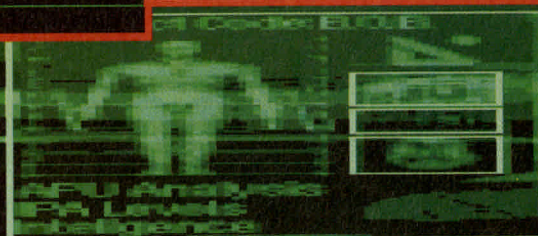
▲ 7: Ensure that you have fully loaded up your ammunition stores, so as to be as hard as possible. You don't want to find yourself in a very embarrassing situation when faced with foes, now do you?



◀ 9: Once you've obtained all the best cybernetic parts for your agents, you'll find that they are practically indestructible! But having said that, don't become too overconfident, as the enemy will increase in numbers and firepower as you advance further through the game. In other words, progress with caution at all times.



OPERATION COMPLETE



▲ 10: Oh dear! Looks like you've upset your boss! Read the guide again, do not collect 200 yen and start anew. Top advice that I can tell you!- John Major. (Dave, just what the CHUFF are you on about mate? - Ed)

Dig out your football, pack your clubs in an aqualung, and head off to save the world.

NICK FALDO'S GOLF

Darren Gardiner from Preston has a convoluted cheat for Nick Faldo's Golf (yes, another) that might just work. Select AMATEUR on the club selection screen, and proceed as normal until you have putted. When the MULLIGAN option appears, select OLD POSITION. A look at your stroke indicator will show that your shots have decreased by one. Continue with this, and hole the ball when the strokes are at one, for a round of 18! (We would have sent Darren a game, but his spelling is awful and we feel he needs to spend more time at school, and less time playing games).



PREMIER MANAGER

With PM2 just around the corner, it's about time the stragglers won themselves a championship medal. Phone 753 423 for a new, ULTIMATE, goalkeeper, with handling abilities of 99. Loads of people have told us that, so thanks, one and all.



SINK OR SWIM

Kevin Codpiece keep floating to the top? You could ask Whitney for help, but alternatively, here are the level codes, courtesy of Chris Walker from Notts.

WINNER!

Chris wins this month's game for those codes. We don't know what it is yet, but we'll make it worth your while Chris. Keep sending 'em in!

- | | | |
|-----------------|------------------|------------------|
| 2 BISHOPSMOVE | 22 HYPERSPACE | 42 BEVERLYHILLS |
| 3 PATSY4KERMIT | 23 ROBERTSMITH | 43 JIMBOBSFEET |
| 4 HOWNOWPOWWOW | 24 WHOWHYWHEN | 44 JAKOVOLUNAY |
| 5 RINGWORLD | 25 SOCKATTACK | 45 CHUCKYCHEEKS |
| 6 TROUGHTON | 26 WELLNEVER | 46 LINFORDSHOUR |
| 7 REDPLANET | 27 MRPOTATOMAN | 47 WONDERSTUFF |
| 8 MEGALITHIC | 28 JOSIEWHALES | 48 WITCHINGHOUR |
| 9 MYBREAKFAST | 29 SOBRIETYCITY | 49 ANEWMACHINE |
| 10 TINNYBOPPERS | 30 WHERESEMBEER | 50 GENERALALERT |
| 11 LOCKSALORDY | 31 HORSEFACE | 51 UNBEARABLE |
| 12 HALLOWEENVII | 32 GINASDINNER | 52 HAVEYOU GOTIT |
| 13NEWMODELARMY | 33 CHICKENFEED | 53 KILLERFISH |
| 14 TIMEPIECE | 34 CARROTCAKE | 54 THEHOLYGRAIL |
| 15 LARRYNIVEN | 35 STRENGTH | 55 BADBADKARMA |
| 16 KILLERWHALE | 36 NEEDLEMATCH | 56 RUTHERFORD |
| 17 BLUEHORIZON | 37 YUMCHOCDROPS | 57 WIZZBANGPLOP |
| 18 ARNIESMUM | 38 RADION90210 | 58 SKYSTHELIMIT |
| 19 LOGOPOLIS | 39 MISTLETOE | 59 NEXTPASSWORD |
| 20 DOCTORWHO | 40 INDIANA JONES | 60 FIELDSOFDOOM |
| 21 MRJONESPUPPY | 41 AUNTIEJILLY | |

TROLLS

To skip levels, enter the Soda Pop stage, and when you're told to "get ready", push the joystick up and hold down K, while pressing the fire button. Now press the escape key to skip through. Cheers, Nicholas Mewton - you're a mate.



THE NICKYS

Level codes for Nicky

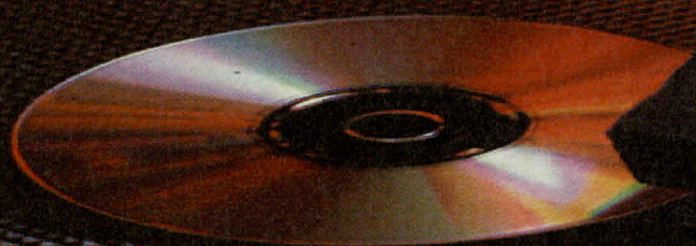
- Boom
- 2 MEDIT
- 3 KRATTY
- 4 MIRIES
- 5 ARRAX
- 6 JANIR
- 7 TRINOS
- 8 SIXAN

... and those for Nicky 2

- 2 DRACO
- 3 ATIKH
- 4 FIRAM
- 5 LURNA
- 6 PALET
- 7 MIURA
- 8 SLORY

SMALL TIPS

Commodo CONSO



They said it couldn't be done because of the price. But Commodore have proved critics wrong and released a sure-fire winner in the Amiga CD32. With Sega beaten on power and price-point and Nintendo not even close to producing a CD machine, Commodore look set to sit at the forefront of interactive entertainment and sweep their CDTV mistake under the rug.

BY: JASON SPILLER

Commodore's previous attempt to civilise interactive entertainment with CDTV by dragging it out of the dark, smelly bedroom, introducing it to soap, dousing its trainers with athlete's-foot spray and thrusting it into the Shake 'n' vac-controlled environment of the living-room was a complete farce! They might as well have swapped a lorry tyre in an Orangutan cage for a lap-top computer and a copy of Chaucer's Canterbury Tales! Less than 40,000 CDTV's sold worldwide and Del Boys probably bought most of them along with Beta video recorders and a fleet of Sinclair C5s.

Until the embarrassment of the pale pacadom,

CDTV, Commodore grew accustomed to Easy Street. On the crest of a wave, in fact, from the launch of the Vic 20 dinghy, to the flagship Amiga via the phenomenal voyage of that trusty old sloop the 64, Commodore ruled the waves for more than a decade.

So where did CDTV go wrong? Instead of whipping the interactive-entertainment consumer into such a froth that he would gladly pawn his cagoule and train timetable collection for a CD machine, even with an overblown £500 price tag, Commodore's biggest bungle was trying to sell CDTV through the hi-fi department to the so-called

'discerning punter' who could tell a Bang and Olufsen from a Pifco at ten paces, even in poor light. Were Commodore actually saying: "Commodore 64 and Amiga users might have made us jolly rich, but they just wouldn't appreciate CD... they'd probably get greasy fingerprints all over the disks"?

Well, they were wrong! In fact very wrong, as a whole generation had grown up with Commodore and was ready to invest in something new. But the software available at CDTV's launch were 16-bit converted titles, neither revamped or enhanced, a few fancy showcases from Psygnosis and the star of the show, Trivial Pursuit... indeed!

But the advent of CD in the interactive entertainment sector of the market was inevitable, and so Commodore embarked on the strategy which it should have pursued in the first place. Will Commodore get it right this time? Does the Pope kiss airport runways? While Atari boasted and bragged about a 32-bit console and have yet to come up with anything tangible, Commodore's project was a covert operation working on a 32-bit CD machine and quietly winning over some developers to start working on software, then launch without fuss.

At the launch event, the scale and organisation of the operation was almost as much of a surprise as the 32-bit revelation. With the realisation that software will make or break this machine, Commodore have motivated between fifty and a hundred Amiga CD titles which will be released

re's OLE-ACTION



before Christmas. Although the price-point is vague, averaging between £20 to £30, a mixed bag is promised, ranging from Nick Faldo's Golf to Zool 2 and Diggers – described as an advanced Lemmings. Other titles include Mortal Kombat, Bullfrog's latest – Syndicate, Nigel Mansell and Gunship 2000.

The launch was hosted by Chris Evans, in typical Big Breakfast fashion, although the over-dramatic unveiling with atmospheric lighting and dry ice billowing around looked ludicrous and decidedly hackneyed. The Amiga CD32 looks remarkably like a Sega Megadrive, but with the all important letters and numbers emblazoned on the casing, "CD" and "32-Bit" clearly visible. Diminutive DJ Bruno Brooks, a self-confessed Amiga fanatic, raved about the Amiga CD32, and then various Commodore big-wigs blew the machine's trumpet for a good hour or so.

Whichever way you look at it, the Amiga CD32 is impressive, and with a price tag of £299, the machine is immediately a threat to Sega on both price and power. At this stage, Nintendo doesn't even figure, having no discernable interest in developing a CD console.

Another good move is to push it as first and foremost an entertainment machine, as opposed to aspiring to poncy multi-media/education system, with the wealth of games available (some enhanced

conversions, and some specifically for the Amiga CD 32). The machine is a top-loader, approximately the dimensions of this magazine when shut, and packed with power. Via a Motorola 68020 processor and featuring 2 megabytes of RAM, the internal engine is based on the AGA chipset featured in Amiga 1200. What this all means is the machine is capable of displaying 256,000 colours on screen from an astounding total palette of 16.8 million.

minutes worth from one disk! The expansion will be a special module which will go on sale this Autumn price £200 and come bundled with an FMV CD. Recently an agreement between Commodore, Philips, Sony, JVC Matsushita and Paramount was reached on a worldwide standard for linear full-motion video to be called Video CD. The potential is awesome!

So in combining movies, music and games, the

"...the machine is capable of displaying 256,000 colours on screen from an astounding total palette of 16.8 million."

Practical-minded folk might be encouraged to learn that the Amiga CD32 contains the in-built Workbench based on the Amiga version, enabling the base CD machine to be expanded into a fully-functional computer with a keyboard add-on. But it is the juxtaposition with music and video that Commodore are really cock-a-hoop about, as the machine can play audio CD, CD-Plus graphics and an expansion capability for full-motion video – 72

CD32 is the first mass-market machine to offer all three on one platform. Commodore's track record apart from the CDTV hiccup, has been exemplary and all things point to the Amiga CD32 becoming a massive hit. The machine is brimming with superb features and the potential is awe-inspiring. Commodore seem committed to ensure their place firmly at the top of the next generation of home machines. **AAA**

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DALEK ATTACK



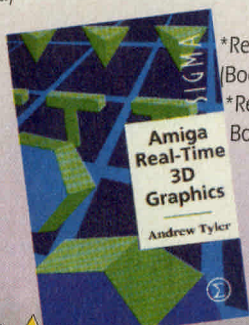
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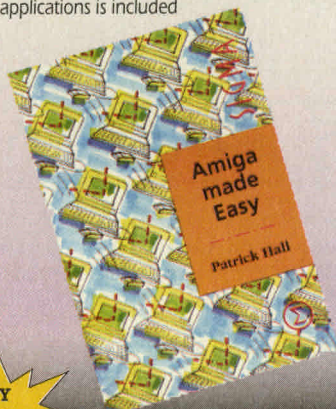
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NEW offer

JOCKY WILSON'S COMPENDIUM OF DARTS

Publisher: Zeppelin

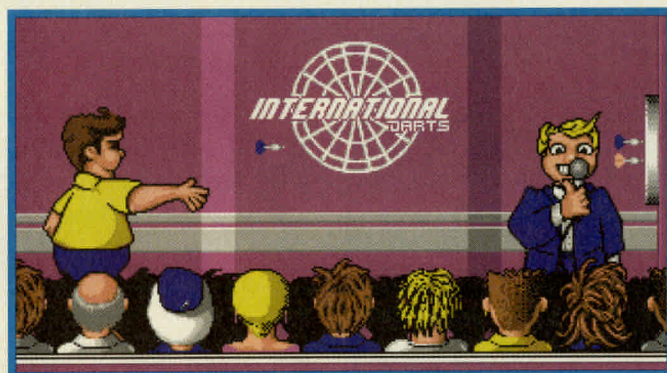
Price: £7.99

After Bully's Sporting Darts proved the level of excellence which could be achieved in the field of Darts simulation, it was with baited breath that Jocky Wilson's Compendium of Darts was placed into the drive. Just imagine, another darts game which included variations on the theme. What a let down then when we discovered that the game stank to high heaven. It must be said that this was only a first impression, the game does actually grow on you a little (and I stress the little part), but in comparison to Bully's, this doesn't even come close. The control is extremely jerky, so much so that it would not be unreasonable to assume that Jocky has downed at least 15 pints as his hand is all over the show.

Another problem is that the games are far too simplistic, I mean come on, it doesn't take a great deal of thought to work out how to get a ten dart century now does it! Perhaps its predecessor has made us expect too much from this type of game, but this really doesn't warrant a purchase.

REVIEWED BY:
Steve

SCORE 57%



FIST FIGHTER

Publisher: Zeppelin

Price: £7.99

Come on, £7.99 for this is ridiculous! Now I'm sorry, and I know that this is very cheap for today's market, but honestly, I paid £2.99 for games ten times better than this about eight years ago. Who says we are moving on?

What we have got here is Zeppelin's attempt to dominate the Amiga beat 'em-up market, a field in which there really isn't that much competition. Eight hardened fighters are battling it out on the streets of Japan, Egypt and the USA. Each character has a total of ten combat moves, and one unique knock out manoeuvre.

The only problem is that the game is so tedious to play. Actually, come to think of it that's not the only problem, the graphics are awful as well but that's about it I think. Oh no, wait a minute, the sound isn't much cop, and of course the animation is also a bit poor as well.

If you were one of those who thought Street Fighter II was bad then check this out - it's much worse.

REVIEWED BY:
Steve

SCORE 32%

MIDWINTER II - FLAMES OF FREEDOM

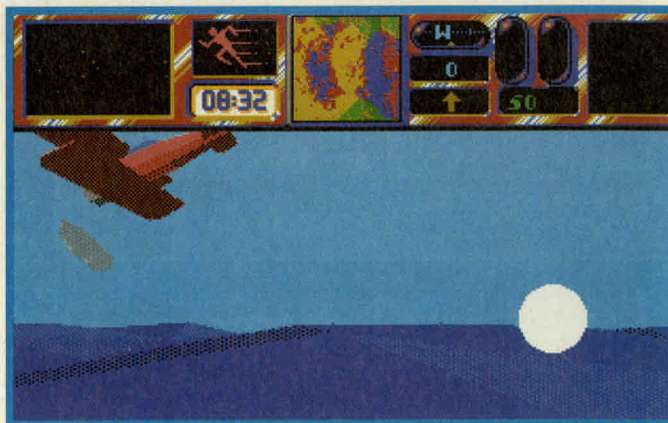
Publisher: Kixx XL

Price: £16.99

I missed out on this when it first appeared for some reason, so was glad of the chance to give it a go on budget. This chapter continues the story of the people of the Isle of Midwinter. Now, they have left their homeland and joined forces with the people of Agora, forming the Atlantic Federation. Their arch enemies, the Saharan Empire, control each of the 42 Atlantic Islands except Agora.

As a special agent of the federation you must complete top secret missions designed to initiate rebellion among the Saharan people.

I am glad to say that this game is much better than the excellent original. The game boasts a staggering 1,000,000 square miles of terrain for you to explore, utilising 22 different modes of transportation with which to get around. This game has such depth that you will be lost in it for hours, if not days once you get involved.



REVIEWED BY:
Paul

SCORE 84%

CHASE HQ II

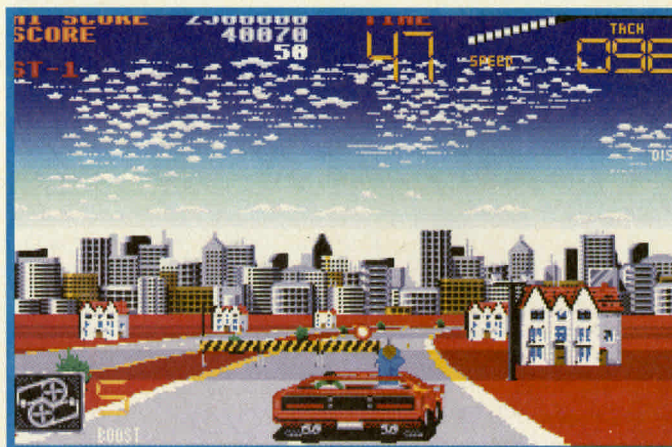
Publisher: Hit Squad

Price: £9.99

You couldn't beat the original Chase HQ arcade game in my opinion. There was nothing quite like chasing down criminals and ramming them off the road. I even quite liked the home computer versions which were almost universally slated by the computer magazines.

Chase HQ II was a different matter. It was distraught (well, almost), when to my horror I discovered that the ramming elements had been removed, and replaced by some bloke sticking his head out of the car and shooting. Nightmare! Sadly the computer version, being a straight conversion, suffers from the same problem.

This leaves us with a distinctly sub-standard car racing game combined with a truly awful shoot'em-up. Special Criminal Investigation is best avoided at all costs, which is a shame, because it could have been so good.



REVIEWED BY:
Steve

SCORE 57%



MEAN 18

Publisher: Hit Squad

Price: £9.99

I am reliably informed that this product was given away free on the Amiga Action coverdisk before the ELSPA agreement on full games on coverdisk came into effect, so therefore, seeing as everyone in the world buys Amiga Action and has done for several years now, there is no need to buy this is there.

Just in case there is a chance, and it is a very slim chance at that, someone missed out on that particular issue, you can now get Mean 18 at a budget price. A quick look at the screenshot will tell you this is not the most aesthetically pleasing golf sim on the market, but remember, it's the playability that counts, and Mean 18 has plenty of that.

The game contains four ready made courses, plus a course architect feature which allows you to design your own. The courses are varied enough to keep your interest level high and playing the actual game is very enjoyable indeed. For only a tanner this is well worth hunting out.

REVIEWED BY:
Steve

SCORE 74%

TOKI

Publisher: Hit Squad

Price: £9.99

Toki was apparently a brave and mighty warrior. Why then, is he now lumbering around a forest, looking distinctly monkey like? The answer is, the evil Bashtar has unleashed a powerful brand of sorcery on Toki and turned him into an ape. Now Toki is trapped inside a body that is not his own, and still must fight to free his love Miho, who has been kidnapped, and of course, to regain his manhood.

Toki is a fairly standard platform romp in which you control the lovable ape through six levels of supposedly high powered action, including water, fire, ice and forest levels.

I suppose Toki is not too bad for this budget price, but I would still think twice before deciding to buy it. For me the action is just too slow and laborious, which inevitably becomes tedious in the long run. Sorry folks, that's just the way it is.

REVIEWED BY:
Paul

SCORE 58%



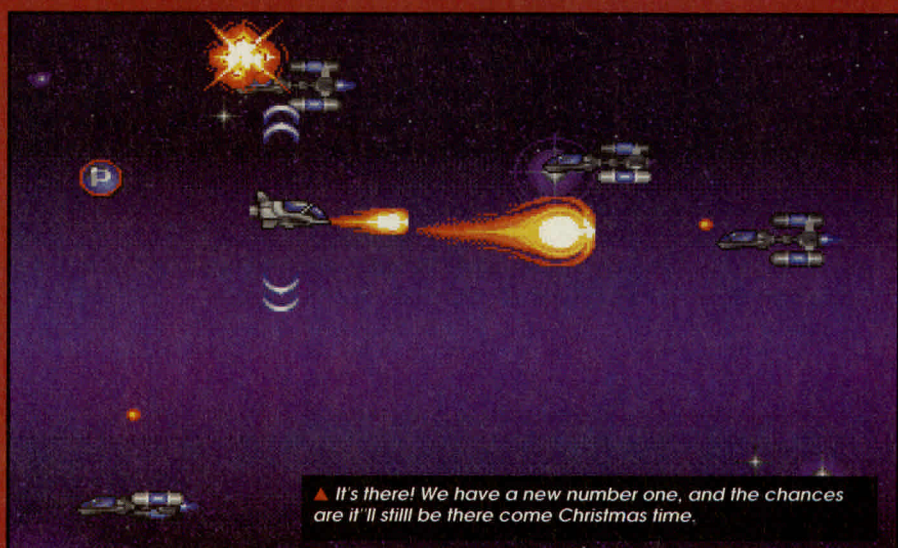
BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	2	PROJECT X	TEAM 17	£12.99	SHOOT 'EM-UP
2	1	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT 'EM-UP
3	3	FIRST DIVISION MANAGER	CODE MASTERS	£7.99	SPORT SIM
4	8	POPULOUS & PROMISED LANDS	HIT SQUAD	£12.99	STRATEGY
5	11	RBI 2	HIT SQUAD	£7.99	SPORTS SIM
6	6	DIZZY: PRINCE OF THE YOLKFOLK	CODE MASTERS	£7.99	PLATFORM
7	★	MANCHESTER UNITED EUROPE	BUZZ	£9.99	SPORTS SIM
8	★	TENNIS CUP 2	KIXX	£9.99	SPORTS SIM
9	5	TRIVIAL PURSUIT	HIT SQUAD	£7.99	PUZZLE & QUIZ
10	17	WWF WRESTLEMANIA	HIT SQUAD	£9.99	BEAT'EM-UP
11	9	MIG-29 FULCRUM	HIT SQUAD	£12.99	FLIGHT SIM
12	7	F16 COMBAT PILOT	ACTION 16	£9.99	FLIGHT SIM
13	★	TERMINATOR 2	HIT SQUAD	£7.99	SHOOT'EM-UP
14	4	PIRATES!	KIXX	£12.99	STRATEGY
15	13	LOTUS TURBO CHALLENGE 2	GBH	£9.99	RACING
16	19	PRO TENNIS TOUR	HIT SQUAD	£7.99	SPORTS SIM
17	★	THE SIMPSONS	HIT SQUAD	£9.99	PLATFORM
18	14	688 ATTACK SUB	HIT SQUAD	£12.99	STRATEGY
19	★	HERO QUEST	GBH	£9.99	RPG
20	15	JAMES POND	GBH	£7.99	PLATFORM

★ = RE-ENTRY ★ = NEW ENTRY

A flurry of activity hits the Budgies this month, with no less than 20 games moving around in some direction or other – up and down, mostly. We've got a new number one, but it's still that team from Wakefield who take all the credit. Pirates has suffered a bit of a slump, moving down from four to 14 after promising an assault on the top spot, but Bart Simpson and his buddies have roared up 17 places to number 17. Highest new entry is Manchester United Europe, with Tennis Cup 2 looking set for a top three place next month. Terminator 2 has a lot of fans, but our tip for the top is the excellent Bully's Sporting Darts, nestling at number 27 right now, but ready to pounce!



▲ It's there! We have a new number one, and the chances are it'll still be there come Christmas time.

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ISSUE 39 DECEMBER 1992.

CODE 8480.

Cover – Lethal Weapon
Coverdisk Demos – Alien Breed 92, Nick Faldo, Cytron, Donkey Kong
Free GTGA Book – Zool, Sensible Soccer, Beast III
Reviews – Assassin, Caesar, Cytron, Legend of Kyrandia, Lethal Weapon, McDonald's Land, Nigel Mansell, No Second Prize, Paladin II, Premier Manager, Road Rash, Shadowlands, Tiny Skweeks, Ween
GTGAs – Goblins, Dizzy Yolkfolk

ISSUE 40 JANUARY 1993.

CODE 8481.

Cover – Streetfighter II
Features – Blister (!)
Coverdisk Demos – Road Rash, Goblins 2
Reviews – Alien Breed 92, BC Kid, Bill's Tomato Game, Campaign, Goblins 2, Gunship 2000, KGB, Sensible Soccer 1.1, Streetfighter II, Tearaway Thomas
GTGAs – Legend of Kyrandia, Plan 9 from Outer Space



ISSUE 41 FEBRUARY 1993.

CODE 8482.

Cover – Darkseed
Coverdisk demos – Zool A1200, Nigel Mansell, Robin Hood, Elevation
Features – GamesMaster Live, Future Zone
Reviews – Dalek Attack, Dark Seed, Dragon's Lair III, Harrier, Fate of Atlantis, Joe and Mac, Trolls, Voyage Beyond, WWF II
GTGAs – FULL SOLUTIONS: Indiana Jones and the Fate of Atlantis (The Graphic Adventure), The Curse of Enchantia

ISSUE 42 MARCH 1993.

CODE 8483.

Cover – Altern 8
Coverdisk Demos – Body Blows, Furmyre, Creatures, Unsensible Soccer
Features – Altern 8, Zool 2
Reviews – Combat Air Patrol, Creatures, Lionheart, Nick Faldo, Sleepwalker, The Chaos Engine, Transarctica, Waxworks, Wing Commander
GTGAs – Dark Seed, Ween

ISSUE 43 APRIL 1993.

CODE 8484.

Cover – Lemmings 2
Coverdisk Demos – Abandoned Places 2, Lemmings 2, Walker
Free GTGA Book – Alien Breed 92, Goblins 2, Classic Tips. Games Index, Classic Tips
Features – Arcade Show, Zool coin-op, On-Line, Hard Drives, Virtual Quest Virtual Reality
Reviews – Body Blows, Crystal Kingdom Dizzy, DPaint IV, Legends of Valour, Lemmings 2, Lethal Xcess, Sim City DeLuxe, Son of Chuck, The Greatest, Walker, Universal Monsters
GTGAs – Waxworks

ISSUE 44 MAY 1993.

CODE 8485.

Cover – Desert Strike
Three huge coverdisks! – Superfrog, Chuck Rock II, Dizzy, Sink or Swim, Super Cauldron, Deluxe Pacman.
Features – Amiga CD-ROM, CompuServe, Bullfrog.
Reviews – Desert Strike, Jurassic Levels, B17, Abandoned Places 2, Arabian Nights, A-Train, Historyline.
GTGA – Sabre Team, Dragon's Lair III

ISSUE 45 JUNE 1993.

CODE 8486.

Cover – Superfrog
Coverdisk Demos – Hired Guns,

Deathbringer, Donk, Assault, Crazy Sue, AmigaQ, Isolation
Features – Lemmings 2, Superfrog, Zool 2, CompuServe
Reviews – Cohort II, Flashback, Graham Gooch Cricket, Sink or Swim, Superfrog.
GTGA – Flashback, Body Blows, Superfrog

ISSUE 46 JULY 1993.

CODE 8487.

Cover – Goal!
Coverdisk Demos – Bully's Sporting Darts, Match of the Day, Gunship 2000, Amiga Worm, Pharaoh's Curse, Mutants from Mars, Battle Cars 3D, Trek-Trivia
Features – Zool 2, Compuserve
Reviews – Ancient Art / War in the Skies, Beavers, Champ Manager '93, Goal!, International Rugby, Morph, Nippon Safes Inc., War in the Gulf, Woody's World, Worlds of Legend.
GTGAs – Desert Strike, Flashback, Trolls

ISSUE 47 AUGUST 1993.

CODE 8488.

Cover – Zool 2
Coverdisk Demos – Syndicate, Blastar, F1 Challenge, Battle Cars 2
Features – Zool 2, War Games,

Manga Video

Reviews – 1869, Battle Isle, Dune II, Firehawk, Gunship 2000, Ishar 2, Mean Arenas, Space Legends, Super Cauldron, Syndicate, Whale's Voyage.
GTGA – Civilization, Arabian Nights, Morph

ISSUE 48 SEPTEMBER 1993.

CODE 8489.

Cover – Dracula
Coverdisk Demos – Stardust, Tensai, Universal Warrior, Grav Attack, Jump 'n' Roll
Features – War Games Part 2, Realms of Darkness
Reviews – Animation Classics, Beastlord, Campaign Data Disk, D-Day, Global Gladiators, Lost Vikings, Nicky 2, Robocod A1200, Scrabble, Yo! Joe!
GTGA – Civilization, Reach to the Skies, Gunship 2000, Dune II



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TALKBACK

More talk this month from various people concerned about things on the Amiga. Read on, chums, read on...

Jap bashing

I am writing to you as I am slightly perplexed by the fact that an Amiga computer magazine can publish an article on videos (Loony Toons by Steve McNally in issue 47)! In fact, the only connection to computers was via console machines.

Whilst I have no argument with console owners I feel that your sister magazines, Super Action and Mega Action would be better placed for such an article. If I wanted to read an article of this type I would have bought the appropriate magazine. However, if there had been a mention of possible Amiga conversions of these games I would have no complaint – for obvious reasons. Having said all this, I still think your magazine has greatly improved in the past year, especially the coverdisks and the binding. Keep up the good work.

Dave McAlister, Middlesex.

Sorry that you feel that way Dave, but I'm afraid you've based your argument on a mistake. You see, Akira, one of the titles mentioned in

the feature, IS shortly to become available on the Amiga from ICE, so an investigation of the Manga scene was a perfectly reasonable thing to do. So there you are.

Swap flop

I am writing to display my disappointment at your method of printing my adverts (in Swap Shop – Nick.). In issues 46,47 and 48 ALL the ads were mixed up. As a result people were phoning for things I no longer had and in some cases games I have never asked for were on offer to me.

It is important that the correct ad is placed as I rely on each monthly issue for reaching other owners. I appreciate you are doing all you can, but I suggest that you start to charge for use of the service. I don't mind paying if it means my ads will be correctly displayed.

Elizabeth illegible-surname, No address.

We're sorry you've been finding trouble with our free Swap Shop service, but really – the vast majority of people have had no problem with it at all. However, I'm

told by our new Ed (so you know who to blame) that Swap Shop will be free no longer from next month, so let's hope some of these problems disappear.

Bug off

I do not feel shame to admit that 95% of my games collection is pirate, but I can justify it! I can put my hand on my heart and honestly say that I would not have bought full price. Don't give me that crap about "if it's not shameful then why don't I give my name and address" – I don't particularly want a visit from the Law.

The more pirate games, the higher the prices, the higher the prices the more pirate games. 'Vicious' and 'circle' spring instantly to mind. What's needed here is a little co-operation from both the legal and illegal.

Bugs Bunny, The Warren.

Yeah, but vicious circles collapse

after a bit. The Amiga games scene will be dead before such cooperation arises, as you must surely know.

Super duper

I would like to congratulate you on the bringing back of the Super Leagues. Amiga Action has improved a lot this year but it just hasn't been the same since the Super Leagues were scrapped. However, I would like to make two small points:

Firstly, the original Super Leagues used to incorporate two grades – Accolade and Recommended. Any superior games were given an Accolade and any good games which didn't quite deserve an Accolade, were given a Recommended. These Accolades however are no longer included in the Super Leagues and the Recommended grade has disappeared completely. The new Super Leagues are brilliant but I think that if the grades were brought back, they would be improved even more.

Secondly, the Super Leagues used to include a Land and Sea Sim League, which appears to have been dropped. There are still games to fill it though, such as M1 Tank Platoon and Team Yankee.

Paul Faulkener, Liverpool.

Fair points, Paul, but this will definitely be the last ever letter on the subject of the new Super Leagues. I'm nipping this one in the bud before it gets too heavy.

Not so super

When you answered Simon Dominguez's letter in issue 48, you said that software developers are moving into consoles and cartridges to escape piracy. I own an Amiga and a Super Nintendo so as well as buying Amiga Action, I buy Nintendo Magazine System. While reading NMS I was surprised to find out that piracy did

STAR LETTER

Knob

I've just paid the price for not reading your magazine from cover to cover. I entered the Lethal Weapon contest in Issue 39, with a video player as first prize and copies of Ocean's Lethal Weapon as runners-up prizes.

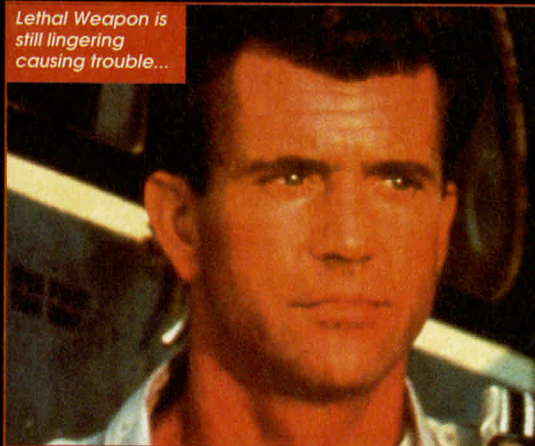
In March, having obviously not won (so I thought) I bought Lethal Weapon for my computer (an A500+).

Yesterday I received a letter from Ocean offering me congratulations on winning a copy of Lethal Weapon in the competition and apologies for not yet receiving my prize. I couldn't believe I had won a prize so I checked my back issue of Amiga Action and sure enough in Issue 42 there was my name as one of the runners-up. The first time I win a prize in a compo and don't read the mag from cover to cover, I go out and buy the prize I've won! Stupid or what?

PS I only printed this letter on the computer so there wouldn't be any spelling mistakes.

Ian Roper, Scotland.

Lethal Weapon is still lingering causing trouble...



Well, just goes to show that eventually prizewinners do actually receive their prizes. Er, just one other thing Ian. You'd better not rely on computer spellcheckers too much because when you win a prize, the word is spelled 'won' and not 'one'. But I've corrected your mistake for you...

occur on consoles. One reader wrote in saying that both he and his friends owned devices that could copy games off carts. Also someone wrote in saying that he was offered a multi-game cart which contained 20 games, which were illegal.

Surely software developers are aware of this!

Shaun Clark, Gwent.

They certainly are, Shaun. I know about the device you speak of, but it is comparatively rare in this country for two main reasons. One is that it is only made in the Far

East and is not for sale in the UK as far as I know. The second reason is that it is a very expensive piece of equipment so only organised pirating rings would bother to go to the trouble of buying one. Also, the user of the pirated software has to own one of these devices as well, to actually play the game. So you can see that the situation is somewhat different to that on the Amiga. It is for these reasons that the software companies are not overtly worried about cart piracy, although they are monitoring the situation closely.

Met-hell

Take That are crap, Death Metal guides the country.

Thomas Blokhuis, Norway.

Now you ARE going too far. PS It isn't necessary to press quite so hard on your writing paper with your pen. And joined up writing should be slightly less jagged.

Word up

I have recently borrowed a wordprocessing package called Wordwright. It's all right for writing letters but when it comes to writing long assignments it's a different matter – it keeps failing on me.

I am now taking 'A' levels so I need a package that works

properly, but I can't afford programs like Wordsworth. So could you assist me in finding a good package for under £60 suitable for an 'A' level student? PS. What does PD stand for?

Neil Stapley, Birmingham.

Try Kindwords for about £40. And PD stands for 'Public Domain'. Are you really telling me you didn't know that?

Lured in

First of all, great mag with great reviews, brill tips and super offers. I have been getting this mag for a couple of months now and there haven't been many tips for the RPG Lure of the Temptress. Please could you give me a step-by-step guide to help me through the game. Thanks.

Marc Newton, Cheshire.

Well Marc, pity you didn't start buying us sooner! We reviewed and cracked Lure of the Temptress ages ago! Anyway, if you want help with it, write to the Boggit, and remember to duck!

Nutters unite

I've got a few questions for you to answer and I want the answers now!

- 1) What day is it?
- 2) Why don't you provide '5p off Ariel Automatic' coupons in your mag?
- 3) Why haven't I got a back garden?
- 4) What colour socks are you wearing?
- 5) Why can't I be serious?
- 6) Why isn't my name Lemming?
- 7) Are you a millionaire yet?
- 8) Why isn't this the star letter?
- 9) Have you got a sense of humour?
- 10) You can give me a free copy of Dune II can't you?

If the answer to question 10 is 'no' then I will kidnap Alan Bunker and put a big red 'F' on your paper.

Illegible name, Doncaster.

Hmmmm.....

- 1) Wednesday.
- 2) Because we want to make money.

3) *Because your family is unsuccessful in business.*

4) *Black.*

5) *It takes brains.*

6) *Because it's copyrighted.*

7) *I'm rich with the love from my adoring public.*

8) *Because it's no good.*

9) *Only on pay day.*

10) *Absolutely not.*

Feel free to do whatever you like to Alan Bunker. He works for a rival publisher now.

Coverdisk woes

I have bought an Amiga 500 and have had it upgraded to one meg. I am also buying four mags a month to be up to date with the Amiga world, but unfortunately I've been disappointed over one thing. Although the contents of your magazine are interesting to read, I cannot agree with the fact that we, the overseas readers, only get one disk instead of the usual two, considering we pay more than English readers do. So we, the Maltese AA readers are not going to buy the magazine until you give us the same amount of disks as you give to others. I do hope you aren't offended by my letter but I feel we are being treated in a second-best manner.

John Kennaugh, Malta.

A few other people have written in from overseas about this. I'm afraid there's really very little I or Paul can do about it, but I've been passing these letters onto our Publisher. If you have similar comments about covermounts not going to overseas readers, please write to Don Lewis, Publishing Director at the usual address.

We're taking a serious look at doing better by our overseas readers – watch this space! Don Lewis, Publishing Director.

Decent letter

After September's Talkback, I felt compelled to write in to you seeing as the letters you received were total trash (Cheers! Any idea how many of those I had to make up? – Nick.). I thought I'd write about a very important subject, the future of the Commodore Amiga. Are we at the Amiga's last stand? SNES and

Sega attacking from the front, PC games attacking from the flanks. Now this might seem strange with the advent of CD32, but what can you expect when instead of designing a next generation super machine (which I hope the CD32 is) they introduce a new machine more often than Man Utd change their away strip!

How long will it be before CD32 is outdated by a super CD32. In the New Year? Easter?

If there are no planned adventures for the CD32 can you tell me if you do a 'PC Action' because I've noticed the PC has started to lead the way in adventures.

Also in one of your next issues could you have a large section on CD32 answering questions like 'will I be able to use its large RAM to connect to my A500' and play my existing games off it?

C.C.A. Owen, Leeds.

Are we at the Amiga's last stand? I'm a pessimist and if games dry up because of piracy, then the Amiga will go the way of the ST. A cursory glance at computer history will confirm this.

Commodore is in a pretty weak position at the moment, racked by a decining market and large financial losses, so a lot depends on CD32. (Spoken like a true console convert – Ed).

But Sega's experience with Mega CD isn't encouraging (sales haven't been too good at all) so please follow my standard 'new machines' advice – don't buy it until someone else does first! Oh, and I hope you like the CD32 article we've prepared for your reading pleasure in this very issue...

Send your letters to:

**Nick Merritt,
Talkback,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.**

**You can also
reach us on fax no:
0625 876669**

Boggit's

Domain

forget about Jurassic Park, for in the Great Wood we have a monster that makes any T-Rex look like 'Fluffy Bunny'. The Boggit bites lumps out of anything that moves, and rips up reader's letters for toilet paper.

Well have you seen Jurassic Park? I have and I thought it was fantastic. Wasn't it great when the dinosaurs started eating the humans? I stood up and clapped. When I returned home I got to thinking about what I'd seen and decided to carry out some experiments of my own. I couldn't think of any way to recreate dinosaurs, so I decided to compromise and create a miniature rhinoceros. It took me all night, but I finally managed it. One foot tall and bloody ferocious. I think they would make fantastic pets, and excellent guard animals. I'm going to set up a mail order company called 'Rhinos R Us' and sell them through the free newspapers. At first I thought I'd be able to make some extra money selling rhino-flap kits for back doors, which would make house training them easier. Unfortunately that proved to be unnecessary because when they want to go out, they make their own exit.

Just like the movie I decided that all my rhinos should be female, but I wasn't sure how to tell the difference. I decided to consult the experts, so I rang London Zoo. A very nice man told me that if you want to find out the sex of anyone you simply need to take their genes down. I wonder why he laughed?

The Patrician

What do you think of trading games? I've got to confess that I would normally prefer to spend the evening hanging

upside down over an ants nest than buying and selling bales of wool. However I read reviews last month that said The Patrician from Ascon was a brilliant medieval trading game, so I decided to have a go. Well I bought a shipload of wines and ales and shipped the lot to an ungrateful lot of French gits down the coast who promptly offered me half the price that I paid for it. To make matters worse the slimy German moneylender was charging me 56% interest on the money I borrowed to begin with. And the game has no 'Bash the Git's Teeth' option!

I persevered for an hour trying to make some dosh, I even offered to marry a German 'moose' with a large dowry, but when I found that she shaved more often than I did, I did a runner.

The game has absolutely loads of options and the 120 page manual swears that it's all based on 'hysterical' facts, as it quite probably is in fact, but I have to confess, I personally couldn't find the 'compulsive game with unsurpassable graphics' that was talked about in the aforementioned reviews. It's all so blooming worthy and good for you that it resembles roughage in your diet. I know roughage is good for you, but when all's said and done it still gives me the... er! Well I still don't like it.



▲ When trading schemes go horribly wrong you can always go to the pub to drown your sorrows. If you are desperate there is a bloke at the rear who can fix you up with a hot cargo which has fallen off the back of a galleon.

▼ Buy now, pay later. You can arrange for you to take the goods home with you tonight even if your purse is empty. A kind of early medieval Dixons manager, will fix you up with an Atari at an interest rate you will not believe!



kwik kwip

People are forever writing to me, asking how I manage to keep so cheerful, (They what! - Ed). So here is a tip that you can all use. If you want to wake up with a big smile every morning - go to bed with a coathanger in your mouth.

Come one, come all. All human life is here, and all the news that's not really fit to print.

Hook

I can get the hat and the shirt that I need in Hook, but I cannot get the trousers. I have tried drugging the man in the bar with cocoa but he won't fall asleep. I have also visited Dr. Chops and given him my gold teeth. I also have three mugs.

Sean Cooter

If you've got the three mugs, the solution to your problem is close at hand. Why bother trying to drug someone in a pub when you can simply get him legless on beer. When I've been to the village pub I often wake up the next day to find that I'm wearing a policeman's helmet and I've lost my trousers. Once Dr. Chops has relieved you of your gold gnashers, pick up the roller blind and go to the Jolliest Roger's Place. Give three mugs to the innkeeper plus three coins. Give the three drinks of tanglefoot beer to Fat Jake, (he's the bloke sitting beside the bar) then watch what happens.

Cruise for a Corpse

I wonder if you could answer a couple of questions about Cruise for a Corpse?

- What do I do at 11.20?*
- Where can I find a toolbox?*
- Can you explain about the codes that you get from the mermaid?*

Helen Lingwood, Co. Durham.

Well at 11.20 I always go to the toilet. Which is a bit embarrassing because I don't get out of bed until mid-day.

The purpose of the mermaid codes is that when you contact the software company for a hint, the code number tells them what you have to do next. Typically you didn't tell me what code you are at. One of the first things you must do is find the note in your room. Take the note to the bar and show it to the barman. At 11.10 you should go to the Rear Hall and talk to Dick. At 11.20 you nip down to the Laundry and search the Guest's basket to find the necklace. Open the necklace to find a picture. You will now find that it's the right time to go to Fabiani's cabin and talk to him. Follow that by having a chat with Julio in his cabin. Don't bother searching for a toolbox at the moment for you won't be able to find any tools for some time.

Zak McCracken

Dear Boggit I am so stuck and have so many questions to do with Zak McCracken that I don't know where to start. How do I find the lighter? How do I get the egg into the microwave in the plane? How do I win the lottery? What is it that I so desperately need in Seattle?

O. Lauvdahl, Norway.

The lighter is found under the front seat cushion in the airplane, the

problem is that the air-hostess won't leave you alone long enough to find it, so you'll need to distract her. One of the naughty things you can do in the bathroom, (and doing this won't result in you having to wear glasses when you older) is to block the sink with toilet paper then turn the water on. Now ring the bell for the hostess and nip back to your seat. Mopping up the mess will keep the busy-body busy and allow you to find the lighter. You can also make more of a mess by exploding an egg in the microwave while you search the rest of the plane. In Seattle you are trying to find an artifact, (that's an old crystal to you) so you can stick it through the letterbox of the Society of Ancient Wisdom.

The way you win the lottery is to find the Lotto-predicting machine aboard the Caponian spaceship. That is the boring answer, but there is another way to win lotteries. Thousands of readers have become rich and famous by buying one of the Boggit's Lucky Acorns. Write to me with your name and address and I'll send you a lucky acorn which has been hand-crafted by monkeys in Taiwan. I can personally vouch for the fact that these acorns will make you irresistible to women and bring you great wealth. Here is an unsolicited testimonial from a lucky Atari user who bought one: 'Six months ago I can't even spell millionaire - and now I am one!'

What more can I say? These magical items are for sale at the popular price of five pounds. (Well it's popular with me!)

Kings Quest V

You mentioned some time ago that to catch the elf in Kings Quest V you need an emerald - but where on earth is it? And could you also tell me what I should do in the desert and how to get into the temple.

A. Kirvell, Stanford-Le-Hope.

The emeralds you seek are in a bag in the witch's house. Of course before you go calling on a witch I suggest you take a small brass

bottle with you, for this is the magic item which you use to trap the witch inside. To survive the desert you must walk west 4 screens from the tree with the beehive and take a drink from the oasis. Go north twice and then west to a hole in the cliffs. To the right of the hole are some rocks which you can hide behind. Keep your head down and a group of bandits will ride past and not discover you. Take a drink from the stream, (now is a good time to save your game) then go west for two screens. Moving south 3 times will bring you to another oasis, then go west.

South from here is the camp of the evil bandits. Go to the small tent and enter. Be careful not to wake the sleeping beauty inside or else he'll get rid of 10 pounds of ugly fat for you - i.e. he'll cut your head off! Move swiftly up the right side of the tent and take the staff. Leave the tent then walk 4 screens east. North is a water hole, then north again for two screens to find a skeleton still wearing some useful boots. North once, east twice, and drink again. North twice, west 3 times, then north to the temple. Now is the time to knock on the temple door with the staff and the doors will swing open.

Chaos Strikes Back

Please can you help me, I'm stuck in Chaos Strikes Back. Is there and editor disk like the one for Dungeon Master, or is there a hint book?

C.J. West, Norfolk.



▲ All journeys begin with a single step. It was from here, in the back streets of Paris, that the fateful Cruise for a Corpse began. That fateful day when the letter for help first landed on your doorstep...

Well the answer to both questions is yes, but the problem is I don't know if either of them are still available. Psynosis is the company who is marketing Chaos in Britain now, but surprisingly they don't sell the Chaos Adventurer's Handbook which was produced by the writers of the game - FTL.

Likewise a company called Softex in Birmingham sold a utility disk which let you edit the Chaos dungeon, but this company appears to have disappeared. My best advice is to write to FTL at the following address and ask if they will sell you a copy of the hint book. I'd be very surprised if they can't help. I know America does seem to be on the dark side of the moon to the British, but you'll be surprised how easy it can be to send them a money order.

Software Heaven Inc. PO Box 710490 San Diego, California 92171, USA.

Leisure Suit Larry II

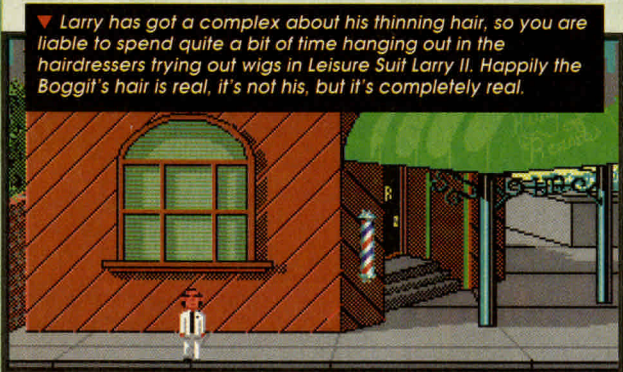
In Sierra's adventure - Leisure Suit Larry II - I can't get across the chasm to the volcano which is next to the native village, because I keep falling over the edge of the cliff.

E. Roberts, Sunnyside, Clwyd.

So you live at Sunnyside do you. How lovely. I can just imagine what it must be like there with the sun always shining from a clear blue sky. I expect you have a yard full of quacking ducks and clucking chickens, and a barn with a smiling pig peeping over the fence. No doubt you are a blonde, Shirley Temple look-alike, full of smiles and fun.

No, wait a minute. That was SunnyBROOK, not Sunnyside. In that case, I bet you are a miserable, bad-tempered little swine that nobody likes. Funny, that description also sounds familiar.

Meanwhile back on the island of 'Wot!-No-nooky' our hero is still unable to get over the chasm. What he must do is return to the river where you so cleverly swung across on the vines, and search for a spare vine which you can pick up and bring to the edge of the chasm. A quick flick of the wrist will send the vine over the gap to lasso the branch on that convenient tree.



▼ Larry has got a complex about his thinning hair, so you are liable to spend quite a bit of time hanging out in the hairdressers trying out wigs in Leisure Suit Larry II. Happily the Boggit's hair is real, it's not his, but it's completely real.

Future Wars

Being from the States, I can't get decent help for most Amiga games unless they are immensely popular, or are also out for the PC. As a result, some of the better games that I manage to get my hands on are only for my brain to solve. No cluebooks, no online hints, no game counselors, nothing. So, I wind up reading Amiga magazines from overseas in the hope that someone will ask the questions that I need answers to.

I have been captured by aliens in Future Wars and put into a small cell. Now what? I've played with the grate on the wall, but nothing happens. What big clue am I blind to?

See that wasn't so bad. So, if you could bloody well see your bloody good way to answering my bloody short letter, then I'd be bloody well happy! Yes, so I'm weird. I'm American. We're born that way...

Adam Weiner, California.

No, Americans aren't born, they are created in a fast-people outlet. Americans don't know where they are going, but they are determined to break the world speed record for getting there. So American game-players have game counselors do they?. I expect you go and lie on a couch in their office and they explain that the reason you are crap at computer games is because your mother was frightened by a sonic hedgehog when she was six months pregnant. Let me save you some money and assure you that Americans don't have inferiority complexes - they really are inferior.

There are two things you need to escape from the cell. Firstly you need a gas grenade which was hidden next to the glass container which the girl was held prisoner in. Next you need the newspaper from the vending machine at the railway station. Get a coin from the dispenser, then use the coin (twice) to get a paper. Remove the grille, stick in the canister, then use the paper to stop the gas seeping back into the cell.

While I'm on the subject of this French farce, let me advise Martin Pickles of Leicester that the flag he seeks is lying on the floor in the bathroom and not in a drawer as he was told by the software house he contacted.

Zork I

What do you do with the matches and the screwdriver in Infocom's Zork I adventure? Please help me for I'm at my wits end.

Paul Huskisson, Darlaston.

The matches are for lighting candles of course, any fool would know that. Before you enter Hades you will need to exorcise the demons who are blocking your path. I suggest you make them do an hour to the Jane Fonda video that should sort the buggers out. Having done that they will be too knackered to resist the old bell, book and candle exorcism.

I don't know if you have found the Gas Room yet, but once you do this is what you do. After leaving the Gas room you will enter a small maze, so follow these directions CAREFULLY! East, Northeast, Southeast, Southwest, down, and you should be at the top of the ladder (if you ain't, then you are in deep trouble!) From here, go down to the Ladder Bottom, and then South to the Dead End for the coal. Get that, then return to the ladder top. From there, go up, North, East, South, North, and you will be back in the Gas room. Go up, then South to the Shaft room again.

Put the coal in the basket, and lower the basket. Now, guess what? You have to go back through the coal mine again! So make your way to the Ladder Bottom, but this time, go West to the Timber room. Ignore the broken timber (not useful for anything), and drop all but the screwdriver. Now, you can squeeze through the crack to the West. Here you are in the Drafty Room, which is also at the bottom of the shaft. There's the basket, so get the coal and the torch, and move South into the Machine room. Open the lid, put the coal in the machine, close the lid, and turn the switch with the screwdriver. Drop the screwdriver, open the lid, and get the diamond. Fun eh?

KGB

It's a sunny Saturday afternoon here in Rome and I would be very happy if I wasn't stuck in KGB.

Because it looks to me that you know the answer to

Boggit's Domain

everything, please help me for I have searched in England and Italy for a hint book to this game. I am in a small cell with the American, and I have with me some rubles and a squashed bug. When I call Rita, (after the American sets off the alarm) I attack her and the American takes the gun. I can now collect things from the flat, but I don't know how to continue.

P.S. I agree with the letter concerning prices of software. In Italy the prices are even worse. KGB cost me (something really expensive that we don't understand).

Cosma Panzacchi, Rome.

Italy would be okay if it wasn't for all that spaghetti. I tried eating it once and ended up tied to the chair. Some kindly gentleman in dark glasses helped me get my wallet out of my pocket, then he went off to get help. Funny thing is, he must have got lost because he never returned.

Once the American sets off the alarm tell Rita that you know where the cocaine is and promise to take her to it. Once she opens the door attack her. Let the American disappear then take everything from the drawer. Return to the studio apartment and grab everything. Use the polaroid camera on the blank piece of paper then examine the result. Return the blank piece of paper to the drawer. Soon Verto will return and you will have time to hide behind the door. As soon as he enters attack him, then examine his unconscious body. Here you will find a blue piece of paper. Use the camera on the blue paper and inspect the result. Return the paper to Verto then head for Department P.

Norwegian Blues

I need help with Monkey Island, Curse of Enchantia, Larry II, Eye of the Beholder II, Rise of the Dragon, Kings Quest III, Police Quest II, Future Wars and Lord of the Rings.

Kim Andre Skaane, Norway.

How interesting! And what the bloody hell am I supposed to do about that? Perhaps I should write a 200 page letter containing the full solutions to all of those games and send it to you. I thought it was difficult to get alcohol in Norway. I assume you are drunk and not just mad.

Amberstar

Greetings Oh Great Boggit, Saviour of computer gamers worldwide! I have bought Amberstar (the best RPG in the world!) here is some information that you might find useful:

In your house (Twinlake) is a picture on the wall which keeps changing. Take it and use it. The secret of the girl in Twinlake is the language of the animals. Her cat is in the sewers. Give Spike's bone to Firlas - don't drop it. In Crystal, in the Lord Chancellor's House, look at the pictures on the walls and write down their descriptions.



▲ Behind these stout wooden doors lies the entrance to Twinlake's sewers and all it holds - treasure, adventure and giant rats. So far things have been a little bit easy for you, but all good things come to an end.

The Black Tower is in the Bollgar Berge. Dooner is in a mine, west of Gladstone (090,359). Gelinda's eagle is Lugthir. Take mushrooms to Mere, but examine your stats before and after.

Khalid Shawwa, South Croydon.

What a clever lad you are. I have decided out of the goodness of my heart to send you a prezzie. Don't say I don't look after you.

BAT 2

In reply to your offer to heap gold upon anyone who could help the poor unfortunate reader in June's edition of the mag who was having trouble with BAT 2, here is the answer. Tell him to take the Via Express to TA1 and find the bar at the direction sign for 'Girls, Girls, Girls'. Here he will be able to buy a memory tablet. Place the tablet on BAT 2 in his inventory then all will be revealed.

Martin Akers, Sheffield.

Hmm... sounds like a load of old bat droppings to me. You do realise that I had my fingers crossed when I made that offer to heap gold upon a human, so it doesn't really count. I will look in my goodie box and see if there is anything in there except spiders and moths which is worth sending to you, but there is the problem of the time-lock which isn't due to open until the year 2001. God it hurts when people remember what you promised.

Space Quest II

Please help me to solve the trouble inside Vohaul's Asteroid in Space Quest II. I've got all of the objects on the various levels and I've put the paper in the bin, but now I've come to a halt.

Iain Lewis, Sittingbourne.

How do you know that you've got all of the objects, smarty? Do you have the lighter and the plunger? What you are supposed to do once you have investigated the upper floors, is to go downstairs and attach the plunger to the barrier. You can hang onto the plunger to prevent yourself falling into the bath of acid. Once through that little footbath you must place the toilet paper in the basket and use the lighter to set it on fire. The smoke alarms will set off the sprinkler system. This clever ruse will douse the wall robots with water and make them blow a fuse. You are now free to wander past the robots without getting a light phaser up your exit tunnel.

Leisure Suit Larry III

I have recently purchased the adventure game, (if you can call it that) of Leisure Suit Larry III. 'Oh dear', I hear you say. Yes... Well I'll get straight on with my problem. I have in my inventory a keycard, towel, some orchids and soap on a rope. Having seen Patti already, I must get fit for her, so how on earth do I get the locker number for the changing room. Insult me as much as you like, but please help me.

Geoff Morris, Torquay.

Now what number, of all the numbers in the world, would smutty Larry have for a locker number? Why, 69 of course. I say, of course, because that is what someone else told me and I certainly wasn't going to act like someone who didn't get the joke, so I laughed too. Of course they may have told me a lie, so just to be on the safe side I'll tell you how to work out the locker number. Turn over Suzi's keycard and read the adverts. The places listed correspond to the page numbers in the magazine which came with the game, so you must find these



▲ Yo-ho-ho and a bottle of spiced elderberry wine. Looks like the party down at the Scumm Bar has started without you. Grab your jolly roger and get yourself down there before all the booze and the good looking sailors have gone, or it will be your turn in the barrel again.

numbers (insert a zero in front of any single page numbers) and insert the code.

Heimdall

Regarding Ryan Hooper's letter (August): Please, please can we have the tiniest peek at the solution to Heimdall? We've been everywhere on every island on Level 1 and can't seem to do anything else. I mean, does this game ever actually become interesting?

If you can do this then you can have my sister's telephone number. She's free on Saturday nights, (How much does she cost the rest of the week? - Ed.) and she prefers Italian food to Chinese.

Charlton Jacobite Front, London.

I'm not surprised your sister prefers Italian food to Chinese. Don't you know that Chinese food is yesterday's Italian food fried up with noodles?

To solve Level one of this game you must find Thor's Hammer. This hammer is too big for a mere mortal like yourself to carry, so you must obtain a Shrinking Spell from island 11. You'll find this spell in the belongings of a monster. Thor's Hammer is hidden on island 12. There is a sea-serpent in the sea beside this island and you can frizzle that with the Serpent Killer spell. Make sure you also have a ruby, stone, jade and gold key before you go to the island. There is a wizard here who will ask you for six scrolls. If you've got what he wants I suggest you give them to him, but if you are short of any items you can dispense with the niceties and thump him.

Chronoquest

I am totally frustrated by Chronoquest. I have collected the candles, the lighter, money and fuses, but cannot get past the cupboard which is down in the cellar, I have opened the cupboard, but when I walk in I get electrocuted. Please tell me the answer.

Terry Harvey, Brentwood.

How desperate are you to finish this game? I ask because I happen to know that you will have to pay a high price to succeed. In short you will need to remove a ball. I know, I know, but it is a French game and the French just don't like to make their games too easy. However before we come to the moment of truth there are a few other things you must do first.

From the start position: examine urn, take card (A), east, examine ball, take ball, west, use ball on left post (ouch!), up, examine carpet, take card (B), examine statue, take key, use key on chest, examine chest, take gloves, NE, examine pillow, take card (C), Look under bed and take what's there, open bedside cabinet and take sheet of paper, SW, down, west, north, open cupboard under sink, examine clipboard, use paper on dial, take lighter, take bottle, south, east, NE, light lighter, Up east, take candle, light candle, unlight lighter, examine bible, take card (D), west, down,

down, east, examine diagram, examine right picture, push switch. Go west, up, SW, drop gloves.

Now here's the dodgy bit... Take ball, drop ball! The electricity is now off and you are a hero. Or should that be heroine?

Monkey Island

You dear Boggit are my last resort. The game I am stuck in is Monkey Island. I'm in part III and I can't get into the giant Monkey Head as I am unable to keep the nose of the totem pole down while I get through the gate.

Could you also tell me what you think of the following games: Might and Magic III, Black Crypt and Bane of the Cosmic Forge.

Neil Bristow, Dublin.

Well! I am surprised to get a letter from Dublin. I thought the city was deserted by now. From what I've heard every inhabitant is overseas singing about their 'pur ould white-haired mither back home'. Still I also hear there is no finer welcome in the world to match the one that you'll get from the people of Ireland, so I'll pay back some of England's debt by answering your plea for help.

The secret is to get someone you can trust to hold down the nose of the totem pole while you go through the gate. Now I rang up the Rev. Ian Paisley to ask if he would help you, but he said he wouldn't have anything to do with heathen idolatry, so it looks like you'll have to get another helper. I suggest you go to the mountain top and pull the piece of primitive art, (twice) before going to the cliff and pushing a rock over. The rock will smash into the banana tree and dislodge a bunch of bananas. Go to the beach and grab the fruit. Take a trip in the rowboat to the first beach and here you'll discover someone who will put up with your heathen ways providing you bribe him with all of the bananas. Perhaps we should have tried the same trick with the Rev. Paisley. Oranges maybe?

Both Black Crypt and Bane are excellent games and can be recommended, however M&M III is a bit more difficult to praise. You certainly shouldn't bother looking at it unless you have a hard disk because you won't believe the trouble it is trying to run it from a floppy.

Dark Seed

I am really stuck in the mind-blowing game - Dark Seed. (Sorry, but I missed the solution in Issue 42).

I am in day three (approx 10:30am). I was given a microfiche card in the dark world which I used to discover the car keys and a loose rock in my cellar. With the axe handle and the rock I made a hammer (by heating the rock in the power source of the Dark World).

The problem is I don't know what to do with the car keys (as they won't work with the car). I am carrying money, watch, gloves, microfiche, clock key, car key, blueprint and hammer.

Alexis Michael, Kavala, Greece.

Well it's nice to know that in the birthplace of civilisation and culture the citizens read the Boggit's Scrolls. I wonder if Homer is spinning in his grave?

I have had complaints concerning the logic in this game and you are now stuck at a point where the logic does tend to get so thin that you could read Amiga Action through it. What you must do is take a trip to town and buy a bottle of whiskey from Klug's shop. It seems that this whiskey is a really potent brew, in fact it's so powerful it will even fuel a car. (Don't blame me!) Once you've used the whiskey on the car you can start it. Turn the radio on and then re-enter the dark world to find the alien ship.

If you really feel you must, you can write to:-

**Boggit's Domain, The Great Blackthorn Tree,
29, Blackthorn Drive, Larkfield,
Aylesford, Kent ME20 6NR.**

Boggit's Domain

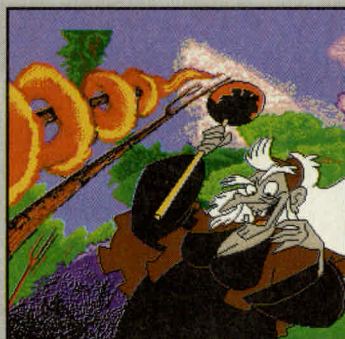
SUPER

Here they are again! The definitive all-time-great charts, as painstakingly drawn up by your tireless AA team. If anyone disagrees, then it's just tough luck. We do try...

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 HUNTER**
Activision
- 5 SHADOW OF THE BEAST III**
Psygnosis
- 6 ANOTHER WORLD**
US Gold
- 7 HEIMDALL**
Core Design
- 8 THE IMMORTAL**
Electronic Arts
- 9 GOLD OF THE AZTECS**
US Gold
- 10 CADAVER**
Renegade
- 11 MOONSTONE**
Mindscape
- 12 CORPORATION** + Mission Disk
Core Design
- 13 SPACE CRUSADE**
Gremlin
- 14 HERO QUEST** + Data Disk
Gremlin
- 15 ASHES OF EMPIRE**
Mirage
- 16 CYBERCON III**
US Gold
- 17 SWORD OF HONOUR**
DMI
- 18 LORDS OF TIME**
UbiSoft
- 19 XENOMORPH**
UbiSoft
- 20 BARBARIAN II**
Palace
- 21 ROCKET RANGER**
Cinemaware
- 22 CAME FROM THE DESERT** +Ant Head
Cinemaware
- 23 HORROR ZOMBIES/THE CRYPT**
Millennium
- 24 UNREAL**
UbiSoft
- 25 KULT**
UbiSoft
- 26 OBITUS**
Psygnosis
- 27 CRYSTALS OF ARBOREA**
Silmarils
- 28 VOODOO NIGHTMARE**
Activision
- 29 LAST NINJA 3**
System 3
- 30 ABANDONED PLACES**
Electronic Zoo
- 31 ZOMBI**
UbiSoft
- 32 NINJA REMIX**
System 3
- 33 COLORADO**
UbiSoft
- 34 BLOODWYCH** +Data Disks
Mirrorsoft

- 35 COLDITZ**
Digital Magic
- 36 HEAD OVER HEELS**
Ocean
- 37 INDY/FATE OF ATLANTIS**
Lucasfilm
- 38 HARE RAISING HAVOC**
Infogrames
- 39 B.A.T.**
Ubi Soft
- 40 MERCENARY III**
Novagen
- 41 SHADOW OF THE BEAST II**
Psygnosis
- 42 DIZZY'S EXCELLENT ADV**
CodeMasters
- 43 THE SIMPSONS**
Ocean
- 44 DEATH TRAP**
Anco
- 45 DRAGON'S LAIR III**
Readysoft



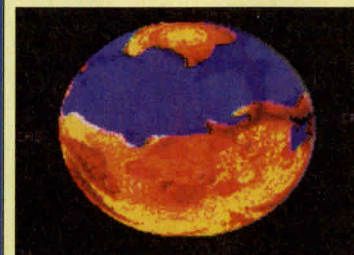
- 46 TREASURE TRAP**
CodeMasters
- 47 SHADOW OF THE BEAST**
Psygnosis
- 48 INFESTATION**
UbiSoft
- 49 RESOLUTION 101**
Millennium/UBI
- 50 NEUROMANCER**
UbiSoft
- 51 RAN XEROX**
Ubi Soft
- 52 BATMAN - CAPED CRUSADER**
Ocean
- 53 WEIRD DREAMS**
UbiSoft
- 54 SPACE ACE II**
Readysoft
- 55 SIR FRED**
UbiSoft
- 56 HEROES OF THE LANCE**
US Gold
- 57 STORMLORD**
UbiSoft
- 58 THUNDERBIRDS**
Teque/UBI
- 59 GHOSTBUSTERS 2**
Activision
- 60 BOROBODUR**
Thalamus
- 61 BRIDES OF DRACULA**
Gonzo Games

- 62 NIGHTBREED (INTERACTIVE)**
Ocean
- 63 GUY SPY**
Readysoft
- 64 THE RETURN OF MEDUSA**
UbiSoft
- 65 OMNICON CONSPIRACY**
UbiSoft
- 66 BLADE WARRIOR**
UbiSoft
- 67 CHAOS IN ANDROMEDA**
Arc
- 68 BADLANDS PETE**
Arc
- 69 UNIVERSAL MONSTERS**
Ocean
- 70 SPACE ACE**
Readysoft
- 71 DRAGONS LAIR 2**
Readysoft
- 72 SINGE'S CASTLE**
Readysoft
- 73 DRAGON'S LAIR**
Readysoft
- 74 BARBARIAN**
Palace
- 75 OBLITERATOR**
UbiSoft
- 76 CRIME DOES NOT PAY**
Empire
- 77 KRISTAL**
UbiSoft
- 78 GALDREGON'S DOMAIN**
UbiSoft
- 79 EYE OF HORUS**
Millennium
- 80 PYRAMAX**
UbiSoft
- 81 THEME PARK MYSTERY**
Mirrorsoft
- 82 BARBARIAN II**
Palace
- 83 PAC LAND**
UbiSoft
- 84 THREE STOOGES**
Cinemaware
- 85 HEART OF THE DRAGON**
Dynamix
- 86 MICKEY MOUSE**
US Gold
- 87 BEASTLORD**
Grandslam
- 88 AQUANAUT**
Fission Chips
- 89 STARBLADE**
Silmarils
- 90 THE NEVERENDING STORY**
UbiSoft

ADVENTURE

- 1 MONKEY ISLAND 2**
Lucasfilm
- 2 INDY/FATE OF ATLANTIS**
Lucasfilm
- 3 LEGEND OF KYRANDIA**
Virgin
- 4 LURE OF THE TEMPTRESS**
Virgin
- 5 SECRET OF MONKEY ISLAND**
Lucasfilm
- 6 CURSE OF ENCHANTIA**
Core Design
- 7 RISE OF THE DRAGON**
Dynamix
- 8 DARK SEED**
Cyberdreams
- 9 MADDOG WILLIAMS**
Game Crafters
- 10 INDY/LAST CRUSADE**
Lucasfilm

- 11 MEAN STREETS**
US Gold
- 12 OPERATION STEALTH**
US Gold
- 13 LEISURE SUIT LARRY 5**
Sierra
- 14 CRUISE FOR A CORPSE**
Ubi Soft
- 15 WAXWORKS**
Accolade
- 16 ELVIRA/MISTRESS OF DARK**
Accolade
- 17 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 18 KGB**
Virgin
- 19 KING'S QUEST SERIES**
Sierra
- 20 HEART OF CHINA**
Dynamix
- 21 MANIAC MANSION**
Eldersoft
- 22 NIPPON SAFES INC**
DMI
- 23 LOOM**
US Gold
- 24 WILLY BEAMISH**
Sierra
- 25 HITCHHIKERS GUIDE**
Infocom
- 26 CODENAME: ICEMAN**
Sierra
- 27 POLICE QUEST SERIES**
Sierra
- 28 FUTURE WARS**
US Gold
- 29 LEATHER GODDESSES**
Infocom
- 30 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 31 SPACE QUEST IV**
Sierra
- 32 SPACE QUEST 1, 2 & 3**
Sierra
- 33 DUNE**
Virgin



- 34 TRIAL BY FIRE**
Sierra
- 35 ZAK MCKRAKEN**
Lucasfilm
- 36 ZORK TRILOGY**
Infocom
- 37 SUSPICIOUS CARGO**
Gremlin
- 38 WONDERLAND**
Virgin
- 39 DEMONIAK**
Silmarils
- 40 PLAN 9 FROM OUTER SPACE**
Gremlin
- 41 MAUPITI ISLAND**
Lankhor
- 42 PLANETFALL**
Infocom
- 43 GUILD OF THIEVES**
Rainbird
- 44 STATIONFALL**
Infocom
- 45 B.A.T. II**
Ubi Soft

THE AGGLES

46 CONQUESTS OF CAMELOT

Sierra

47 LURKING HORROR

Ubisoft

48 ULTIMA SERIES

Origin Mindscape

49 MANHUNTER SERIES

Sierra

50 HOOK

Ocean

51 B.A.T.

Ubi Soft

52 DEJA-VU 1+2

Mirrorsoft

53 SHOGUN

Infocom

54 SPELLBREAKER

Infocom

55 WISHBRINGER

Infocom

56 CHRONOQUEST SERIES

Psygnosis

57 ENCHANTER

Infocom

58 SORCEROR

Infocom

59 BEYOND ZORK

Infocom

60 ZORK ZERO

Infocom

61 SUSPECT

Infocom

62 BUREAUCRACY

Rainbow Arts

63 DEADLINE

Infocom

64 TIME

Rainbird

65 INFIDEL

Infocom

66 CORRUPTION

Rainbird

67 FISH

Rainbird

68 JINXTER

Rainbird

69 THE PAWN

Rainbird

70 SUSPENDED

Infocom

71 TIMES OF LORE

Origin

72 COLONEL'S BEQUEST

Sierra

73 WEEN

Loricel

74 GOLDRUSH!

Sierra

75 FASCINATION

Digital Integration

76 STARCROSS

Ubisoft

77 HOLLYWOOD HI-JINX

Infocom

78 TRINITY

Ubisoft

79 A MIND FOREVER VOYAGING

Infocom

80 BLACK CAULDRON

Infocom

81 NIGHT ORC

Rainbird

82 SEA STALKER

Infocom

83 CUT-THROATS

Ubisoft

84 KEEP THE THIEF

Electronic Arts

85 LANCELOT

Ubisoft

86 WITNESS

Infocom

87 THE FAMOUS FIVE

Electronic Zoo

88 QUEST FOR THE TIME BIRD

CDS

89 ISLAND OF LOST HOPE

Ubisoft

90 DEMON'S TOMB

Ubisoft

SHOOT'EM-UP

1 PROJECT-X

Team 17

2 ALIEN BREED '92

Team 17

3 BLOOD MONEY

Psygnosis

4 DESERT STRIKE

Electronic Arts

5 ALIEN BREED

Team 17

6 WALKER

Psygnosis

7 SILKWORM

Virgin

8 SWIV

The Sales Curve

9 TURRICAN 2

Rainbow Arts

10 TURRICAN

Rainbow Arts

11 SIMULCRA

MicroStyle

12 XENON II - MEGABLAST

Renegade

13 THE KILLING GAME SHOW

Psygnosis

14 X-OUT

Rainbow Arts

15 Z-OUT

Rainbow Arts

16 APIDYA

Blue Byte

17 R-TYPE II

Activision

18 MIDNIGHT RESISTANCE

Ocean

19 FIREFORCE

ICE

20 ALCATRAZ

Infogrames

21 PANG

Ocean

22 VENUS

Gremlin

23 EPIC

Ocean

24 R-TYPE

Activision

25 BATTLE SQUADRON

Ubisoft

26 AMNIO

Psygnosis

27 WOLFCHILD

Core Design

28 SPACE GUN

Ocean

29 LETHAL XCESS

Grandslam

30 RUBICON

21st Century

31 WING COMMANDER

Mindscape

32 ANARCHY

Ubisoft

33 OPERATION THUNDERBOLT

Ocean

34 MEAN ARENAS

Ice

35 WINGS OF DEATH

Thalion

36 WARZONE

Core Design

37 ESCAPE FROM THE ROBOT

Ubisoft

38 MONSTERS

Ubisoft

39 STELLAR 7

Ubisoft

40 ORK

Ubisoft

41 VIDEO KID

Gremlin

42 PEGASUS

Gremlin



43 HOSTILE BREED

Palace

44 BONANZA BROS

US Gold

45 FIREHAWK

Codemasters

46 FANTASTIC VOYAGE

Ubisoft

47 STRIDER II

US Gold

48 ATOMIC ROBO-KID

Activision

49 THE EXECUTIONER

Audiogenic

50 ARMALYTE

Thalamus

51 OPERATION WOLF

Ocean

52 SHADOW DANCER

US Gold

53 SUPER SPACE INVADERS

Domark

54 LINE OF FIRE

US Gold

55 XENON

Renegade

56 MONTY PYTHON

Virgin

57 TERMINATOR 2

Ubisoft

58 SUPER SKWEEK

Loricel

59 BATTLESTORM

Ubisoft

60 ROBOCOP 2

Ocean

61 AGONY

Psygnosis

62 STARUSH

Ubisoft

63 MERCS

US Gold

64 BAAL

Ubisoft

65 CAVITAS

Ubisoft

66 ALIEN STORM

US Gold

67 WARLOCK THE AVENGER

Millennium

68 CARDIAXX

Electronic Zoo

69 WESTPHASER

Loricel

70 FIRE AND FORGET

Titus

71 STARRAY

Logotron

72 PREDATOR II

Mirrorsoft

73 GHOST BATTLE

Thalion

74 FRENETIC

Audiogenic

75 THE SPY WHO LOVED ME

Domark

76 TOTAL RECALL

Ocean

77 UNDER PRESSURE

Electronic Zoo

78 BACK TO THE FUTURE 3

Mirrorsoft

79 MENACE

Ubisoft

80 SAINT DRAGON

Domark

81 DALEK ATTACK

Alternative

82 THUNDERJAWS

Domark

83 ZONE WARRIOR

Electronic Arts

84 U.N. SQUADRON

US Gold

85 VAXINE

Activision

86 DAN DARE II

Virgin

87 GAUNTLET 3

US Gold

88 STARGLIDER

Rainbird

89 DRAGONSTRIKE

Ubisoft

90 DEFENDER II

Arc

91 ESWAT

Ubisoft

92 ROBOCOP

Ocean

93 MYSTICAL

Infogrames

94 DRAGON FIGHTER

Ubisoft

95 ELIMINATOR

Ubisoft

96 P-47

US Gold

97 DAN DARE III

Virgin

98 CRIME WAVE

US Gold

99 ELIMINATOR

- 10 SENSIBLE SOCCER**
Renegade
- 11 BULLY'S SPORTING DARTS**
Admiral
- 12 AMERICAN GLADIATORS**
Gametek
- 13 PLAYER MANAGER**
Anco
- 14 SPEEDBALL**
Renegade
- 15 JIMMY WHITE'S SNOOKER**
Virgin
- 16 ARCHER MACLEAN'S POOL**
Virgin
- 17 WORLD CLASS LEADERBOARD**
US Gold
- 18 LINKS**
US Gold
- 19 THE MANAGER**
US Gold
- 20 GAMES: SUMMER EDITION**
US Gold
- 21 CHAMP MANAGER '93**
Domark
- 22 NICK FALDO'S CHAMP GOLF**
Grandslam
- 23 CHAMPIONSHIP MANAGER**
Domark
- 24 TENNIS CUP**
Loricel



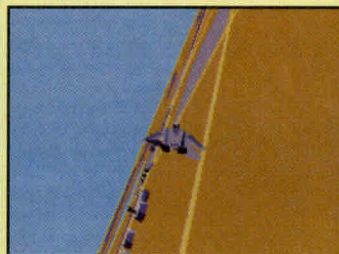
- 25 TV SPORTS FOOTBALL**
Mindscape
- 26 CALIFORNIA GAMES**
US Gold
- 27 PRO TENNIS TOUR**
Ubi Soft
- 28 JAHANGIR KHAN SQUASH**
Krisalis
- 29 GRAHAM TAYLOR'S**
Krisalis
- 30 RBI 2 BASEBALL**
Mindscape
- 31 KICK OFF 2**
Anco
- 32 DISC**
Loricel
- 33 THE AQUATIC GAMES**
Millennium
- 34 TV SPORTS BASKETBALL**
Mindscape
- 35 SUPER SPORT CHALLENGE**
Daze
- 36 STRIKER**
Rage
- 37 TENNIS CUP 2**
Loricel
- 38 LIVERPOOL**
Grandslam
- 39 WINTER SUPERSPORTS '92**
Flair
- 40 J BARNES EURO FOOTBALL**
Krisalis
- 41 ZANY GOLF**
UbiSoft
- 42 EURO SOCCER**
Flair
- 43 MAN UNITED - EUROPE**
Krisalis
- 44 TV SPORTS BASEBALL**
Mindscape
- 45 FIENDISH FREDDY**
Tynesoft
- 46 INTERNATIONAL SPORTS**
Empire

- 47 MASTER BLAZER**
Rainbow Arts
- 48 TIP OFF**
Anco
- 49 EUROPEAN FOOTBALL CHAMP**
Krysalis
- 50 WAYNE GRETZKY HOCKEY 2**
Bethesda
- 51 MICROPROSE SOCCER**
MicroProse
- 52 INTERNATIONAL SOCCER**
MicroProse
- 53 SUPERSKI 2**
Microids
- 54 THE CARL LEWIS CHALLENGE**
Psygnosis
- 55 CALIFORNIA GAMES II**
US Gold
- 56 MEGA SPORTS**
UbiSoft
- 57 GRAND MONSTER SLAM**
Rainbow Arts
- 58 WORLD GAMES**
US Gold
- 59 PROJECTYLE**
Electronic Arts
- 60 PURPLE SATURN DAY**
Infograms
- 61 ADVANTAGE TENNIS**
UbiSoft
- 62 WWF WRESTLEMANIA**
Ocean
- 63 STORMBALL**
Millennium
- 64 ITALY 1990**
US Gold
- 65 FACE OFF ICE HOCKEY**
Krisalis
- 66 BILLIARDS II**
Infograms
- 67 REBEL RACER**
UbiSoft
- 68 I PLAY 3D SOCCER**
I-Play
- 69 WORLD CHAMP SOCCER**
UbiSoft
- 70 STEVE DAVIS SNOOKER**
Telecom Soft
- 71 FOOTBALL MANAGER 2**
Addictive
- 72 JACK NICKLAUS GOLF**
Gremlin
- 73 FOOTBALLER OF THE YEAR 2**
Gremlin
- 74 3D TENNIS**
UbiSoft
- 75 GRAHAM GOOCH CRICKET**
Audiogenic
- 76 WILD WHEELS**
Ocean
- 77 RUGBY/THE WORLD CUP**
Infograms
- 78 SUPER LEAGUE MANAGER**
UbiSoft
- 79 EUROPEAN SUPERLEAGUE**
UbiSoft
- 80 TOURNAMENT GOLF**
UbiSoft
- 81 MANCHESTER UNITED**
Krisalis
- 82 CIRCUS GAMES**
UbiSoft
- 83 ADIDAS SOCCER**
Ocean
- 84 SLIDERS**
Palace
- 85 INTER. RUGBY CHALLENGE**
Domark
- 86 SUPERSOCCER**
UbiSoft
- 87 PASSING SHOT**
UbiSoft
- 88 GRAND NATIONAL**
UbiSoft
- 89 MEAN 18**
Accolade

- 90 THE GAMES ESPANIA '92**
Ocean
- 91 ADIDAS TENNIS**
Ocean
- 92 ITALIA '90**
US Gold
- 93 M.U.D.S.**
Rainbow Arts
- 94 CYBERBALL**
UbiSoft
- 95 FIGHTING SOCCER**
UbiSoft
- 96 STREET HOCKEY**
Telecomsoft
- 97 3D POOL**
Telecomsoft
- 98 VIZ**
Virgin
- 99 STRIKER NO. 9**
Impressions
- 100 ROBIN SMITH'S CRICKET**
UbiSoft

FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 COMBAT AIR PATROL**
Psygnosis



- 6 B17 FLYING FORTRESS**
MicroProse
- 7 THUNDERHAWK**
Core Design
- 8 F-19 STEALTH FIGHTER**
MicroProse
- 9 THEIR FINEST HOUR** + Data Disk
Lucasfilm
- 10 F-16 COMBAT PILOT**
Digital Integration
- 11 A320 AIRBUS USA**
Thalion
- 12 BATTLEHAWKS 1942**
Lucasfilm
- 13 FIGHTER BOMBER**
Activision
- 14 A320 AIRBUS**
Thalion
- 15 A-10 TANK KILLER V1.5**
Sierra
- 16 GUNSHIP**
MicroProse
- 17 BIRDS OF PREY**
Electronic Arts
- 18 SHUTTLE**
Virgin
- 19 PROFLIGHT**
Hi Soft
- 20 INTERCEPTOR**
UbiSoft
- 21 FLIGHT SIMULATOR 2**
Sublogic
- 22 KNIGHTS OF THE SKY**
MicroProse
- 23 MIG-29M SUPER FULCRUM**
Domark
- 24 F-29 RETALIATOR**
Ocean

- 25 F-15 STRIKE EAGLE II**
MicroProse
- 26 A-10 TANK KILLER**
Sierra
- 27 MIG-29 FULCRUM**
Domark
- 28 TOWER FRA**
UbiSoft
- 29 WINGS**
Cinemaware
- 30 SKYCHASE**
MicroProse
- 31 F-15 STRIKE EAGLE**
MicroProse
- 32 ATF II**
Digital Integration
- 33 FIGHTER DUEL PRO**
Jaeger Software
- 34 CHUCK YEAGER**
Electronic Arts
- 35 RED BARON**
Dynamix
- 36 STRIKE FORCE HARRIER**
Digital Integration
- 37 BLUE MAX**
UbiSoft
- 38 AV-8B HARRIER ASSAULT**
Domark
- 39 BLUE ANGELS**
Accolade
- 40 SNOWSTRIKE**
Electronic Arts

RACING

- 1 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 2 FORMULA ONE GRAND PRIX**
MicroProse
- 3 SUPERCARS 2**
Gremlin
- 4 LOTUS TURBO CHALLENGE II**
Gremlin
- 5 STUNT CAR RACER**
MicroStyle
- 6 NO SECOND PRIZE**
Thalion
- 7 NITRO**
Psygnosis
- 8 LOTUS III**
Gremlin
- 9 JAGUAR XJ220**
Core Design
- 10 HARLEY DAVIDSON**
Mindscape
- 11 VROOM**
Ubi Soft
- 12 CRAZY CARS 3**
Titus
- 13 INDIANAPOLIS 500**
Electronic Arts
- 14 NIGEL MANSELL**
Gremlin
- 15 SUPER MONACO GP**
US Gold
- 16 TEST DRIVE 2**
Accolade
- 17 TOYOTA RALLY**
Gremlin
- 18 COMBO RACER**
Gremlin
- 19 SUPER OFF ROAD RACER**
Virgin
- 20 SUPER CARS**
Gremlin
- 21 TEAM SUZUKI**
Gremlin
- 22 LOMBARD RAC RALLY**
Mandarin
- 23 SUPER HANG-ON**
Activision
- 24 JUPITER'S MASTERDRIVE**
Ubi Soft
- 25 RVF HONDA**
MicroStyle

26 INDY HEAT

The Sales Curve

27 PSYBORG

Loricel

28 4D SPORTS DRIVING

Mindscape

29 OUTRUN EUROPA

US Gold

30 HARD DRIVIN' II

Domark

31 ROAD RASH

Electronic Arts

**32 GRAND PRIX CIRCUIT**

Ubisoft

33 TURBO OUTRUN

US Gold

34 HARD DRIVIN'

Domark

35 BADLANDS

Domark

36 THE CYCLES

Ubisoft

37 CHASE HQ II

Ocean

38 POWERDROME

Ubisoft

39 OVERLANDER

Elite

40 TEST DRIVE

Accolade

41 RED ZONE

Psygnosis

42 CISCO HEAT

Mirrorsoft

43 RACE DRIVIN'

Domark

44 MOONSHINE RACERS

Millennium

45 FERRARI FORMULA 1

Virgin

46 THE ULTIMATE RIDE

Mindscape

47 HOTROD

Activision

48 GRAND PRIX MASTER

Codemasters

49 CHASE HQ

Ocean

50 HIGHWAY PATROL 2

Infogrames

51 DRIVIN' FORCE

Digital Magic

52 5TH GEAR

Hewson

53 TURBO CUP

Loricel

54 CHAMPION DRIVER

Zeppelin

55 DAYS OF THUNDER

Mindscape

56 OUTRUN

US Gold

57 RALLY CROSS

Ubisoft

58 POWERDRIFT

Virgin

59 VECTOR CHAMPIONSHIP RUN

Zeppelin

60 PARIS-DAKAR '90

Coktel Vision

BEAT'EM-UP**1 IK+**

System 3

2 BODY BLOWS

Team 17

3 PANZA KICK BOXING

Futura

4 TORVAK THE WARRIOR

Core Design

5 BUDOKAN

Electronic Arts

6 STREETFIGHTER II

US Gold

7 ORIENTAL GAMES

Ubisoft

8 AFTER THE WAR

Dynamic

9 VIGILANTE

US Gold

10 WRATH OF THE DEMON

Readysoft

11 SHADOW WARRIORS

Ocean

12 FINAL FIGHT

US Gold

13 NINJA WARRIORS

Virgin

14 GOLDEN AXE

Virgin

15 SWORD OF THE SODAN

Activision

16 CHAMBERS OF SHAOLIN

Grandslam

17 METAL MASTERS

Infogrames

18 BLACK TIGER

US Gold

19 DARKMAN

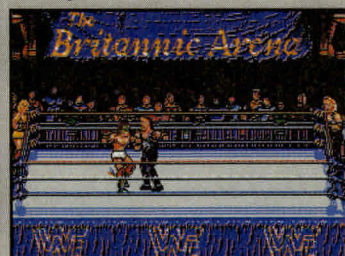
Ocean

20 SKULL AND CROSSBONES

Domark

21 DOUBLE DRAGON III

Virgin

**22 WWF II**

Ocean

23 DYNASTY WARS

US Gold

24 PITFIGHTER

Domark

25 FULL CONTACT

Team 17

26 TMNT

Mirrorsoft

27 DINOWARS

Ubisoft

28 NIGHTBREED (ARCADE)

Ocean

29 ROGUE TROOPER

Krysalis

30 DOUBLE DRAGON II

Virgin

31 LAST NINJA 2

System 3

32 IVANHOE

Ocean

33 WILD STREETS

Titus

34 DR DOOMS REVENGE

Entertainment International

35 COUGAR FORCE

Tomahawk

36 TURTLES 2/ARCADE GAME

Mirrorsoft

37 ALTERED BEAST

Ubisoft

38 DOUBLE DRAGON

Virgin

39 FINAL BLOW

The Sales Curve

40 BANGKOK KNIGHTS

System 3

STRATEGY**1 POWERMONGER + Data Disk**

Electronic Arts

2 UTOPIA + Data Disk

Gremlin

3 PERFECT GENERAL

Impressions

4 MEGA LO MANIA

Mirrorsoft

5 POPULOUS II

Electronic Arts

6 CIVILISATION

MicroProse

7 DUNE II

Virgin

8 CAESAR

Impressions

9 SABRE TEAM

Krisalis

10 GLOBAL EFFECT

Electronic Arts

11 DREADNOUGHTS

Turcan Research

12 GENGHIS KHAN

Infogrames

13 SIM CITY DELUXE

Infogrames

14 SIMCITY +Terrain Editor

Infogrames

15 SUPREMACY

Ubisoft

16 CELTIC LEGENDS

Ubi Soft

17 BANDIT KINGS

Ubisoft

18 BATTLE ISLE + Data Disk

Blue Byte

19 POPULOUS +Promised Lands

Electronic Arts

20 RAILROAD TYCOON

MicroProse

21 A-TRAIN

Maxis

22 RAGNAROK

Mirage

23 CAMPAIGN + Data Disk

Empire

24 REALMS

Virgin

25 THE PATRICIAN

Daze

26 CENTURION

CCS

27 BREACH 2

Impressions

28 HARPOON + Data Disk

Mirrorsoft

29 MURDER

US Gold

30 LASER SQUAD

Krysalis

31 ROME AD92

Millennium

32 VIKINGS

Thalamus

33 BREACH

Impressions

34 PALADIN

Impressions

35 SIM EARTH

Ocean

36 DEUTEROS

Activision

37 HISTORYLINE 1914-1918

Blue Byte

38 SIMANT

Ocean

39 WARLORDS

Ubisoft

40 1869

Flair

41 GETTYSBURG

Mirrorsoft

42 ARMADA

Mirrorsoft

43 BORODINO

Mirrorsoft

44 MONOPOLY

Ubisoft

45 RISK

Ubisoft

46 BATTLE CHESS II

Intercom

47 BATTLEMASTER

Ubisoft

48 MOONBASE

CRL

49 BATTLE CHESS

Electronic Arts

50 LORDS OF CHAOS

DMI

51 BRIGADE COMMANDER

Ubisoft

52 HILL STREET BLUES

Krisalis

53 AIR BUCKS

Impressions

54 GOLD OF THE AMERICAS

Starbyte

55 HALLS OF MONTEZUMA

US Gold

56 ARNHEM

CCS

57 GERM CRAZY

Electronic Zoo

58 TOWER OF BABEL

Microprose

59 CHESS CHAMPION 2175

CDS

60 FLOOR 13

Virgin

61 FIGHTER COMMAND

Impressions

62 FORT APACHE

Impressions

63 LIFE AND DEATH

Mindscape

64 INTERCEPTOR

Electronic Arts

65 RED LIGHTNING

SSI

66 CONFLICT EUROPE

Mirrorsoft

67 COHORT

Impressions

68 SEIGEMASTER

CCS

69 STORM ACROSS EUROPE

SSI

70 CONFLICT: MIDDLE EAST

Ubisoft

71 NAPOLEON I

Impressions

**72 AFRIKA KORPS**

Impressions

73 BIG BUSINESS

Rainbow Arts

- 74 RAMPART**
Domark
- 75 CASTLES**
Electronic Arts
- 76 CRIME CITY**
Impressions
- 77 'NAM**
Domark
- 78 TRADERS**
Ubisoft
- 79 NUCLEAR WAR**
US Gold
- 80 CHARGE OF LIGHT BRIGADE**
Impressions
- 81 CHAMPION OF THE RAJ**
Mirrorsoft
- 82 DRAGON FORCE**
Phalion
- 83 OVERRUN**
US Gold
- 84 WATERLOO**
Mirrorsoft
- 85 FIRETEAM 2200**
Ubisoft
- 86 AUSTERLITZ**
Mirrorsoft
- 87 NO GREATER GLORY**
Ubisoft
- 88 UMS 1+2**
MicroProse
- 89 ACTION STATIONS**
Lazer
- 90 BLITZKRIEG**
Mirrorsoft
- 91 MEDIEVAL WARRIORS**
Ubisoft
- 92 WHITE DEATH**
Ubisoft
- 93 FINAL CONFLICT**
Mirrorsoft
- 94 VENGEANCE OF EXCALIBUR**
Virgin
- 95 RINGS OF MEDUSA**
Rainbow Arts
- 96 SPIRIT OF EXCALIBUR**
Virgin
- 97 COHORT II**
Impressions
- 98 COVER GIRL STRIP POKER**
The Sales Curve
- 99 IMPERIUM**
Electronic Arts
- 100 MERCHANT COLONY**
Ubisoft

ARCADE STRATEGY

- 1 ELITE**
Rainbird
- 2 SYNDICATE**
Electronic Arts
- 3 ARMOUR-GEDDON**
Psygnosis
- 4 DYNABLASTER**
VBI
- 5 THE KILLING CLOUD**
Mirrorsoft
- 6 METAL MUTANT**
Silmarils
- 7 FLAMES OF FREEDOM**
MicroProse
- 8 HIRED GUNS**
Psygnosis
- 9 STARGLIDER 2**
Rainbird
- 10 STORM MASTER**
Silmarils
- 11 SPECIAL FORCES**
MicroProse
- 12 NORTH AND SOUTH**
Infogrames
- 13 PIRATES**
US Gold
- 14 TRANSARCTICA**
Silmarils

- 15 INTERPHASE**
Mirrorsoft
- 16 DRAGON'S BREATH**
Palace
- 17 MIDWINTER**
MicroProse
- 18 IRON LORD**
Ubisoft
- 19 MILLENIUM 2.2**
Activision
- 20 DAMOCLES + Mission Disk**
Novagen
- 21 COVERT ACTION**
MicroProse
- 22 VOYAGE BEYOND**
Ubisoft
- 23 LORDS OF THE RISING SUN**
Cinemaware
- 24 ROBIN HOOD**
Millennium
- 25 ANCIENT ART/WAR IN SKIES**
MicroProse
- 26 NARCO POLICE**
Dynamix
- 27 STAR CONTROL**
Ubisoft
- 28 MOONFALL**
Hewson
- 29 TIME MACHINE**
Activision



- 30 MAGIC FLY**
Activision
- 31 CYTRON**
Psygnosis
- 32 STRIKE FLEET**
Electronic Arts
- 33 STARFLIGHT**
SSI
- 34 SPACE ROGUE**
Ubisoft
- 35 RULES OF ENGAGEMENT**
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- 36 MAGIC GARDENS**
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- 37 ECO PHANTOM**
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- 39 AIR SUPPORT**
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Silver
- 41 D-DAY**
US Gold
- 42 CARTHAGE**
Psygnosis
- 43 LOST PATROL**
Ocean
- 44 MURDERS IN SPACE**
Infogrames
- 45 FEDERATION OF FREE TRADERS**
Gremlin
- 46 DAY OF THE PHAROAH**
Rainbow arts
- 47 VOYAGER**
Ubisoft
- 48 ROTOR**
Ubisoft
- 49 ARCHIPELAGOS**
Logotrol
- 50 XIPHOS**
Elec

PLATFORM

- 1 FLASHBACK**
US Gold
- 2 SOCCER KID**
Krisalis
- 3 SUPERFROG**
Team 17
- 4 ZOOL**
Gremlin



- 5 THE ADDAMS FAMILY**
Ocean
- 6 ASSASSIN**
Team 17
- 7 PREMIERE**
Core Design
- 8 GODS**
Renegade
- 9 RAINBOW ISLANDS**
Ocean
- 10 PARASOL STARS**
Ocean
- 11 FIRE & ICE**
Renegade
- 12 ROBOCO**
Millennium
- 13 LEANDER**
Psygnosis
- 14 PUTTY**
System 3
- 15 RICK DANGEROUS 1+2**
MicroProse
- 16 TITUS THE FOX**
Titus
- 17 SLEEPWALKER**
Ocean
- 18 DELIVERANCE**
21st Century
- 19 FUZZBALL**
System 3
- 20 RODLAND**
The Sales Curve
- 21 JAMES POND**
Millennium
- 22 9-LIVES**
Arc
- 23 ELF**
Ocean
- 24 MYTH**
System 3
- 25 SWITCHBLADE 2**
Gremlin
- 26 ARABIAN NIGHTS**
Krisalis
- 27 BEAVERS**
Grandslam
- 28 JIM POWER**
Loricel
- 29 WOODY'S WORLD**
Global
- 30 GLOBAL GLADIATORS**
Virgin
- 31 TROLLS**
Flair
- 32 SWITCHBLADE**
Gremlin
- 33 MAGIC POCKETS**
Renegade
- 34 TOKI**
Ocean
- 35 ELVIRA THE ARCADE GAME**
Flair

36 THE BLUES BROTHERS

- Titus
- 37 CHUCK ROCK**
Core Design
- 38 P.P. HAMMER**
DMI
- 39 CREATURES**
Thalamus
- 40 DEEP CORE**
Ice
- 41 LIONHEART**
Thalion
- 42 MCDONALD'S LAND**
Virgin
- 43 BC KID**
Ubi Soft
- 44 BUBBLE BOBBLE**
Firebird
- 45 HARLEQUIN**
Gremlin
- 46 FLOOD**
Electronic Arts
- 47 NEW ZEALAND STORY**
Ocean
- 48 VIKING CHILD**
Ubisoft
- 49 CAR-VUP**
Core Design
- 50 RISKY WOODS**
Electronic Arts
- 51 CHUCK ROCK II**
Core Design
- 52 YO JOE!**
Hudson Soft
- 53 JOE & MAC**
Elite
- 54 NIGHT SHIFT**
Lucasfilm
- 55 NEBULUS II**
Hewson
- 56 UGH!**
Blue Byte
- 57 MEGA TWINS**
US Gold
- 58 ROLLING RONNY**
Virgin
- 59 TEARAWAY THOMAS**
Soundware
- 60 BABY JO**
Loricel
- 61 LETHAL WEAPON**
Ocean
- 62 GHOULS'N'GHOSTS**
Elite
- 63 PREHISTORIK**
Titus
- 64 NICKY 2**
Daze
- 65 DOJO DAN**
Europress Software
- 66 HUDSON HAWK**
Ocean
- 67 NAVY SEALS**
Ocean
- 68 HOI**
Kompact
- 69 CAPTAIN PLANET**
Mindscape
- 70 EDD THE DUCK**
Zeppelin
- 71 SUPER CAULDRON**
Titus
- 72 KID GLOVES**
Ubisoft
- 73 LITTLE BEAU**
Digital Magic
- 74 IMPOSSAMOLE**
Gremlin
- 75 THE AMAZING SPIDERMAN**
Ubisoft
- 76 BATMAN - THE MOVIE**
Ocean
- 77 STRIDER**
US Gold
- 78 BUILDERLAND**
Loricel

79 AXEL'S MAGIC HAMMER

Gremlin

80 MIGHTY BOMB JACK

Elite

81 HAGAR

Kingsoft

82 DOODLE BUG

Core Design

83 CAPTAIN DYNAMO

CodeMasters

84 FIRE AND BRIMSTONE

Microprose

85 SUPER WONDERBOY

Activision

86 ONSLAUGHT

Hewson

87 CHRONICLES OF OMEGA

Arc

88 CRYSTAL KINGDOM DIZZY

CodeMasters

89 THE COOL CROC TWINS

Empire

90 APPRENTICE

Ubisoft

91 STRYX

Ubisoft

92 FLIMBO'S QUEST

System 3

93 TWIN WORLDS

Ubisoft

94 SPELLBOUND

Virgin

95 GHOSTS'N'GOBLINS

Elite

PUZZLE & QUIZ**1 LEMMINGS 2**

Psygnosis

2 OH NO! MORE LEMMINGS

Psygnosis

3 LOST VIKINGS

Interplay

4 PIPEMANIA

US Gold

5 PUSH-OVER

Ocean

6 HUMANS/JURASSIC LEVELS

Mirage

7 BILL'S TOMATO GAME

Psygnosis

8 GOBLINS 2

Coktel Vision

**9 KLAX**

Domark

10 CHIPS CHALLENGE

US Gold

11 TETRIS

Infogrames

12 BRAT

Mirrorsoft

13 WIZKID

Ocean

14 BLOB

Core

15 MORPH

Millennium

16 GOBLIINS

Coktel Vision

17 TRODDLERS

The Sales Curve

18 SINK OR SWIM

Zeppelin

19 TINY SKWEEKS

Loricel

20 LOOPZ

Audiogenic

21 SUPER TETRIS

MicroProse

22 STEG

CodeMasters

23 BLOCKOUT

Ubisoft

24 LOCOMOTION

Global

25 WELLTRIS

Ubisoft

26 BUG BOMBER

Ubisoft

27 ISHIDO

Palace

28 PUZZNIC

Ocean

29 NEVERMIND

Psygnosis

30 E-MOTION

US Gold

31 TRIVIAL PURSUIT

Domark

32 CASTLE OF DR. BRAIN

Sierra

33 STONE AGE

Grandslam

34 ATOMINO

Psygnosis

35 SUPAPLEX

Digital Integration

36 LOGICAL

Rainbow Arts

37 GEM'X

Ubisoft

38 BRAIN BLASTERS

Psygnosis

39 ATOMIX

Ubisoft

40 REVELATIONS

Krisalis

41 PICK'N'PILE

Ubi Soft

42 QUADREL

Krisalis

43 CATCH'EM

DMI

44 PLOTTING

Ocean

45 7 COLORS

Infogrames

46 KWIK SNAK

Ubisoft

47 SPINDIZZY WORLDS

CodeMasters

48 JUMPING JACKSON

Ubisoft

49 CLOWN'O'MANIA

Ubisoft

50 SCRABBLE

Melbourne House

51 MANIX

Millennium

52 MANIC MARBLE

Ubisoft

53 SCRABBLE

US Gold

54 TILT

Ubisoft

55 BOULDERDASH

First Star

56 BOSTON BOMB CLUB

Silmarils

57 THE POWER

Domark

58 RA

Re-line

59 Pictionary

Domark

60 ARCADE TRIVIA QUIZ

Audio Genic

61 HOYLE'S BOOK OF GAMES

Sierra

62 MIKE READ'S POP QUIZ

Elite

63 STACK UP

DMI

64 SPORTING TRIANGLES

CDS

65 SWAP

Palace

ROLE PLAYING**1 DUNGEON MASTER**

Psygnosis

2 CHAOS STRIKES BACK

Psygnosis

3 EYE OF THE BEHOLDER II

US Gold

4 LEGEND

Mindscape

5 KNIGHTMARE

Mindscape

6 AMBERSTAR

Thalion

7 BLACK CRYPT

Electronic Arts

8 MIGHT AND MAGIC III

US Gold

9 PALADIN II

Impressions

10 BANE OF THE COSMIC FORGE

US Gold

11 EYE OF THE BEHOLDER

US Gold

12 MIGHT AND MAGIC II

US Gold

13 SHADOWWORLDS

Krisalis

**14 WORLDS OF LEGEND**

Mindscape

15 POOLS OF DARKNESS

US Gold

16 DEATH KNIGHTS OF KRYNN

US Gold

17 CHAMPIONS OF KRYNN

US Gold

18 BARD'S TALE III

Electronic Arts

19 BARD'S TALE II

Electronic Arts

20 ABANDONED PLACES 2

ICE

21 ISHAR 2

Daze

22 ULTIMA VI

Mindscape

23 EXODUS

Global

24 STARFLIGHT II

US Gold

25 WHALE'S VOYAGE

Flair

26 STARFLIGHT

US Gold

27 SHADOWLANDS

Domark

28 SECRET OF THE SILVER BLADES

Infocom

29 HARD NOVA

Electronic Arts

30 SHADOW SORCERER

US Gold

31 ISHAR/LEGEND OF FORTRESS

Daze

32 LEGENDS OF VALOUR

US Gold

33 LORD OF THE RINGS

Electronic Arts

34 SPACE 1889

Empire

35 MEGATRAVELLER 1

Empire

36 BUCK ROGERS

US Gold

37 DRAGON WARS

Ubisoft

38 AZURE BONDS

US Gold

39 POOL OF RADIANCE

US Gold

40 LEGEND OF FAERGHAIL

Rainbow Arts

41 TREASURES/SAVAGE FRONT

US Gold

42 GATEWAY/SAVAGE FRONT

US Gold

43 DRAGON FLIGHT

Ubisoft

44 DRAGONS OF FLAME

US Gold

45 SWORDS OF TWILIGHT

US Gold

BAT & BALL**1 PINBALL FANTASIES**

21st Century

2 PINBALL DREAMS

21st Century

3 ARKANOID 2/REV OF

Ocean

4 SHUFFLEPUCK CAFE

Ubisoft

5 ARKANOID

Ocean

6 KRYPTON EGG

Rainbird

7 BUNNY BRICKS

Silmarils

**8 LORDS OF WAR**

Rainbow Arts

9 BOTICS

Krisalis

10 TITAN

Titus

There. Satisfied now? What do you mean, Vaxine is ten times better than Thunderjaws? Don't start all that again. Pleeese.

SWAP

I have F-15 Strike Eagle 2 in good condition complete with maps, manual and details in a box and I will sell it for £12. Also for sale is Sensible Soccer for £12 complete with manual but without a box and in excellent condition. I will swap one or both of the first two for either Premier Manager, Civilisation, John Madden's American Football or Epic. C Lam, 15 Back Hamlet, Ipswich, Suffolk, IP3 8AH

I would like to swap Blitzkrieg - Battle of the Ardennes for any Microprose Simulation and/or Birds of Prey and/or Reach for the Skies. Robert Mifsud, 'Orion', Manuel Attard St, Marsa, HMR 05, Malta

I have The Manager, Back to the Future II, Beast 2, Robocop 3, Indy Heat, Super Off-Road Racer, Midwinter, First Samurai and Mega-Lo-Mania (2 games). Will swap for Premier Manager, Body Blows, Chaos Engine, Goal!, Reach for the Skies, Civilisation, or Dune 2. All boxed and in very good condition. Mark Percy, 96 Armadale Road, Goldsworth Park, Woking, Surrey, GU21 3LD

Hi there. (Erm, hello) I would like Zak McKracken and any Infocom/ Magnetic Scrolls or Rainbird adventure games. I don't know how much to offer, so just write to me and tell me how much you want for them, boxed with instructions. Thanks. Adam Hogan, 30A France Avenue, Street, Somerset, BA15 9PE

Wanted: Amiga contacts to chat to, swap games etc. Send lists/disks to Shane Gleeson, 416 John McCormack One, Walkinstown, Dublin 12, Ireland I will swap Body Blows, Sensible Soccer, Dune, Pinball Dreams, all boxed as new, for either PGA Tour Golf, B17 Flying Fortress, Dune II, Reach For the Skies or Superfrog. Maybe 2 for 1. No copies, please. Andrew Hall, 0865-340276

External drive, needs its head realigning - £30. Gunship 2000 to sell - £25. I need Pro Tennis Tour 2 and Immortal. APB, Afterburner, Rick Dangerous, Hard Drivin' 2, Batman, Batman The Movie, Indy 500, Populous I and II, Battle Command, Special Forces, Falcon + Mission Disk I, Robocod, Striker, Eliminator, Supercars II, Super Off Road, Lotus I & II, Dpaint III, Silkworm, IK+ (is that all?) and more (oh). A total of 41 games. All for £45. Ring for full list. Recommended to be 1.3 users. Oliver Dainton, 0344-27795

Shoot 'Em-Up Construction kit (comes with 2 games on disk) for any decent budget platformer (preferably cutesy). Also Willow for Putty/Archer Maclean's pool/Populous/Morph. Both with manual, boxed. David Thomas, 021-4451808

Amiga 500+ for sale in good condition, with £300 worth of original games, inc: Sensible Soccer v1.1, Nick Faldo's Golf, Graham Gooch's Cricket and Championship Manager 93. £250 ONO. R Oldham, 106 Stockport

Road, Mossley, A-U-L, Lancs, OL5 ORF SWAP- Lure of the Temptress, Curse of Enchantia, Space crusade or Robocop 3 for Rise of The Dragon, Bat 2 or Special Forces, or two of mine for Syndicate. Also swap Robocop III or Laser Squad for Corporation or Hunter. No pirates. Phone Steven Barbour on 0496-2118 between 6 and 7 pm.

Swap or sell my Enchantia/Temptress/Monkey Island/Operation Stealth/Summer Games/Battlechess/Batman/Robocop/Prince of Persia/Speedball/Powerdrome/Nigel Mansell's GP (what, his doctor?)/Toyota Rally/Jimmy White's Snooker/Stunt Car Racer/Turtles/WWF and Wrestlemania/Chaos Engine/Sleepwalker/Epic/Elite/Midwinter/Lemmings Oh No! & Lemmings 2/Alien Breed 92/ SFII/Road Rash. Wanted: Indy Fate of Atlantis or Flashback. No pirates (quite right too!). Dave Bond, 0308-25561 Has anyone got a copy of Rolling Thunder (from Summer '89)? I can't find a copy and will buy/swap for a game of mine. Will swap for Combat Classics. Alastair Irvine, 0732-843624

Amiga contacts wanted. Send lists. 100% reply. Stanley White, 5 Gladstone St, Market Harborough, Leices, LE16 9ET HAVE: Ishar, BC Kid, Moonbase, Nuclear War, Prince of Persia, Magnum Five, Music X Junior, Zak McKracken Hint Book, Roboshift port-sharer, External drive on/off switch. WANT: Dungeon Master/Chaos, Civilisation, Superfrog, Hound of Shadow, Road Rash, Desert Strike, KGB, Dune, Easy Amos or any DTP Programs. Will buy/swap/sell. Mark Saunders, Villa Nova, High Street, Godshill, I.O.W, PO 38 3HZ HAVE: Sequential circuits Pro-One synthesiser (relative of Prophet 5). Analogue, built-in sequencer, MIDI, boxed with manual. Will do straight swap for B/W hand scanner for Amiga. Mark Saunders, (oi, its you again! That's your lot for this month), Villa Nova, high Street, Godshill, IOW, PO38 3HZ Amiga games for sale. Legend £12, Worlds of Legend £16, Legend of Kyrandia £20, Indy Fate of Atlantis £20, Beast 3 £16, Curse of Enchantia £15, Monkey Island £13, Monkey Island 2 £20, Lure of the Temptress £15, Heimdall £12, Rick Dangerous £5, Trivial Pursuit £5, Double Dragon 3 £5. Elizabeth Obiorah, 081-3183309

Exchange Monkey Island, SimEarth, Elvira 1 or 2 for either King's Quest 5, Archer Maclean's Pool, Space crusade, Dune 2, Gunship 2000 or Ishar 2. Originals only please. Martyn Hawker, 25 Winchester Road, New Milton, Hants BH25 5EB Brains for brawn swap (boxed as new) Monkey II, Campaign or Historyline for Reach For the Skies, Combat Air Patrol, Body Blows or Flashback. Also Robocop 3 or Assassin for Desert Strike, Alien Breed 92,

PGA Golf, Zool, Alien 3 or Operation Thunderbolt or Shoot 'Em Up Construction Kit for Lotus II or Lemmings (and no, we're not going to print that bit about your girlfriend, nor are we going to give you a job. So there). Michael Moore, 010-35356 51151 Swap Lemmings 2, B17 Flying Fortress, Operation Stealth, F15 Strike Eagle. Wanted: Gods, Vikings, PGA Golf, Reach for the Skies, Prince of Persia. R Liston, 0259-216718

I need more contacts. I have lots of games. Send me your lists with your address and I will reply 100% back in the whole world just do it. My handle name is Scorpio (what the...?). Hjtter Maten, pr. Irene Straat 18, 7415 HE Deventer, Netherlands Amiga contacts wanted. 100% fast reply. Send lists/disks to M Gillott, Flat 3, Loscoe Rd, Heanor, Derbyshire. Swap: Wing Commander or Striker or Zool for your Epic or Another World. Mine are boxed and in new condition - I'd like yours to be as well. Phone R Harper on 081-8459773 in the evening.

Swap PAL SNES & converter & 2 Joypads & 4 games and mags for Amiga 500, 500+, A600 or A1200. Swapper must collect (stamps? Shoelaces? Oh the computers, you mean). Adrian Harding, 0580-830107 Wanted: Police Quest III, LSL 5, Space Quest 5, Monkey Island I and 2, Epyx World Games, Might And Magic 3, Curse of the Azure Bonds or Pools of Darkness for my Flashback, Body Blows, Championship Manager 93, Gunship 2000, Bane of the Cosmic Forge, Putty, Pushover or Addams Family. Steven Atkinson, 061-7955605 I have: Superfrog, FIGP, Pushover, Crazy Cars III, Lemmings. Would like: Premiere, Lotus II or III, Another World, Desert Strike, Alien Breed or 92, Jaguar XJ220. Karol Doran (a bloke, apparently) 0503-31671 Will swap Striker and Alien Breed 92 for Civilisation and Batman and Silly Putty for SimCity Deluxe or A-Train. Thomas Smith, 081-3014635

Amiga 500 1MB. Includes Manuals, Workbench disks, 20 games, mouse. 18 months old. £180. P Jones, 0904-412520 I am willing to sell WWF2, Paperboy 2, Fire and Ice, Home Alone and Parasol Stars for only £30. All games boxed with instructions. Gordon McWean, 0651-842228 A500 with 1 meg, M81 printer and paper, 40+ games inc. Sensible Soccer, Body Blows, FIGP, 2 Joysticks, Mouse, blank discs, 5 disk boxes, PD games and demos. £600 ONO. Alan Kane, 0232-459372 Amiga 500+, Cartoon Classics pack, with extra .5 meg, boxed with all manuals, leads and software. Excellent condition. Includes joystick, dust cover, mouse mat, 25 original games. Bargain at £240 ONO. Ring Atif Kazmi on 081-4595920

How's it hanging crazy people? Very long and low I hear you say! (to the left and rather

stumpily actually, not that it's any of your business). Does anyone fancy a mint-condition boxed super NES action pack (+ Smash TV) for free? You wish!! I have same (but no instructions) up for grabs for £100 - no offers. If you're interested call Russel Clare (comedian) on 0203-511086 Amiga 1200, stereo monitor, Ext drive, £200 on top of software including Zool 1200, Sleepwalker 1200, Sensible Soccer, Desert Strike, all enhanced. £150 magazines, joystick, mice, stuff. Price £750. Ben Burtiski, 0403-250570

SNES swap for Amiga 500+ (must be 1 meg and have games and TV modulator.). SNES has 4 good games, two joypads, Pro-Action Replay cartridge. All leads including a Euro connector which enables the SNES to be plugged into a scart socket. Plus Books and mags. Simon Griffiths, 7 Hanacre Road, Lawrence, Weston, Bristol, BS11 0EZ Wanted, Action Replay Mk 3 for the A500+. Please call if you will consider selling. Also I have numerous originals to sell, write with SAE for full list (includes Street Fighter 2, WWF2 etc). Christopher Dodd, 46 Ryhill Way, Under Earley, Reading, Berkshire. 0734-863109

I have Indiana Jones Last Crusade, Ultima 5, Ultima 6, Lure of the Temptress, John Barnes, World Class Cricket, TV Sports Boxing, Jimmy White's Snooker, Vroom, Black Crypt, plus others to swap for Monkey Island 2, Indy Fate of Atlantis, Eye of The Beholder, Chaos Engine. Other swaps considered. A Hemsley, 0670-522079

Amiga contacts wanted. Send Lists/disks to Asher Hudson, 24 Princes Way, Weston Estate, Macclesfield, Cheshire, SK11 8UB I would like to swap or sell Magic Pockets, Lotus 2, Hudson Hawk, North and South, Baby Joe, Blues Brothers, Kick Off 2 Return to Europe, WWF, Silkworm, Switchblade 2, Man United Europe, and Chuck Rock. I would like Battle Isle, Syndicate or The Patrician. Daniel Garvin, Lyntley Dale, Haltwhistle, Northumberland, NE49 0ND I want Pinball Fantasies or Goblins 2 or Guy Spy. I have Putty & Pushover to swap.

Would also like to buy any cheap external drives in full working order. Graham Hall, Flat 5, 33 Glenfield Rd, Leicester, LE3 6AT I would like to swap IK+ or Golden Axe (both in perfect condition) for Super Off Road Racer. Sam Stewart, Middx, 977-0892 I have many originals. Some recent, some not. They include Player Manager, Jet Set Willy (ah, those were the days), Chuckie Egg 1+2, Kick Off 1+2, Goal, Street Fighter II, Body Blows and Monkey Island II. I'm selling my Amiga and all my games. DO YOU WANT THEM? Phone 0642-481267 and ask for Eddie Harford.

Blinkin' flip! Have I gone mad?? I will sell Body Blows (new version with improvements), Xenon 2, Speedball and Starglider 2, all Polo Style (surely you don't mean...) - that's mint

SHOP

condition - (oh god) boxed with all instructions, novellas, gamebooks, £25 the lot!! And I'll pay the postage!! Wibble, wibble... Phone Steve Brown (another comedian) on 0291-623270 (if you dare). Please could someone help me on level 2 on Flashback. I'm stuck on the bit where you have to get the permit. Thanks, Ben Herbert, 13 Cowleaze, Martinstown, Dorchester, Dorset, DT2 9TO

Swap or sell: Lotus Turbo 2, Chart Attack Compilation, Super Space Invaders, Robocop 3, Chuck Rock, Chuck Rock 2, Wizkid, Arabian Knights, Populous 2, Blues Brothers and Wing Commander. Phone D Norton on 0440-708312

Swap Flashback, Monkey Island II for Goblins and Sleepwalker. Amiga contacts wanted. Phone Barrie Neale on 0923-462847

I have Xenon 2, Legend of the Lost, GFL Golf, Populous, Line of Fire, Corporation, and Brat. Will swap for Spot, Stormmaster, Mega-Lo-Mania, Utopia, Big Run, Railroad Tycoon, Alien 3 or Civilisation. Phone Mark Brown on 0670-517386

Will swap my Lemmings 2 or SimCity Deluxe

Monster Pack (Awesome, The Killing Game Show) for Goal, Nippon Safes inc, Sensible Soccer 1.1 or Chuck Rock II. Phone Colin Gray on 0292-70929

For sale: Indy Jones Adv. (which one?) £7, Graham Taylor £10 (about all he's worth), Rugby World Cup £10, Premier Manager £15, Zool £8, Outrun Europa £5, North and South £4, Campaign £20, Microprose Golf £10, RBI Baseball II £5, 4 Wheel Drive £7, any swap offers considered, especially external drives. Phone Mr A Humble on 0469-575521.

For sale - The Flintstones and Back to the Future 2 (A500). £7 each. Also Awesome, £7. Phone Stuart Sellers on 0908-610120 I have got Walker and Fire Force. Will swap both for Legends of Valour, Monkey Island 2, Crazy Cars 3 or Lionheart. Both in excellent boxed condition. Ring Paul Stuart on 0533-386822 after 6pm, or write to 6 Station Rd, Kirby, Muxloe, Leicester, LE9 9EJ.

Amiga 500+ (1 Meg) in good nick with 12 games inc. Addams Family, Lemmings, Speedball 2, Project X (revised edition) and so on for £168 or £183 with colour TV. Phone 0865-61194 and ask for Alex

Gunship 2000, Flashback, Reach for the Skies, Superfrog, Chaos Engine, Body Blows, Wing Commander, all boxed, for Bill's Tomato Game, p-lease. I can't get hold of it anywhere (oo-er). Phone Matt Paba on 0202-602688

Amiga Contacts wanted worldwide. Send lists to Vidar Nilssen, Vakleivasen 166, 5062 Bones, Norway.

For sale: Fireforce £10, Knights of the Sky £15, Premier Manager £10, Pro Tennis Tour £3, or will swap all four for a SNES game. All games boxed in full working order. Phone Graeme Lewis on 0376-512433

Laura Angell - I sent you games and you were to send me Lotus 3 and Sensible Soccer 93. That was over 3 months ago (tut tut, Laura. Get it together pronto). Will swap both Smash TV and Emlyn Hughes for Apidya, Joe and Mac, D-Generation, PGA Golf, Premier Manager or Monkey Island 1 or II. Originals only. Phone Sean Watson on 0232-620001

Text adventures and graphic/text adventures wanted now!! (steady on!) I will buy your unwanted games. Cash waiting for almost any game in good condition. Send lists and

Games for sale: Railroad Tycoon, Nam, Realms, Centurion, Populous, Monster Pack II (Shadow of Beast II, Killing Game Show, Awesome), Hill Street Blues and Alien Breed 92 for £5 each. Phone Andrew Phillips on 0443-228791

Swap Archer Maclean's Pool and Indy Last Crusade (adv) for Nick Faldo's Golf. Phone James Knapp on 0837-86250

I would like to swap F29 Retaliator, Rainbow Islands and Escape From the Planet of the Robot Monsters for Superfrog, Waxworks or any other good RPG. Other games will be considered. That's 3 games for 1 - you can't get better than that! Phone Martin Berry on 0762-350649.

Latest games for sale or swap. Need a contact? Here I am! (pew). 102% reply. Send your lists, disks etc to Deliverance, PO Box 385, Valletta, CMR 01, Malta. Will swap Populous, Lemmings, The Immortal, Harlequin, Turrican 2 and Award-Winners for any Atari Lynx Games or CDTV titles. Will also buy any from you. £10-£15 for each! Please contact Sean Christian, 83 Lord Street, Douglas, Isle of Man.

For sale: Amiga 600 still under guarantee with 10 boxed games, joystick, extra mouse, dustcover, mouse mat and 1 disc box, all for £250. Phone Sean Petheram on 0792-366705

Wanted: Amiga contacts worldwide, 100% reply. All beginners welcome. I'm 13 years old (ah, those were the days). Write to Daniel Torrinsson, Rytare gatan 9C, 41503 Gothenburg, Sweden.

Laser Squad - have you got it? Well, I want it. Pay budget price for it. Phone Ben Roberts on 0223-355201

Zool in exchange for Reach For the Skies or Assassin. Also, can anyone help me with EOB II. I'm stuck in a room. If you go in there you are doomed. And in the catacombs where are the West and South wind horns? Phone Gary Turley on 0693-66428

Lots of Amiga games for sale. Phone Adam Matson on 0582-881048

Amiga 500+ for sale incl. 11 games, mouse, light phaser, infrared joypads. Games include Street Fighter 2, Fire Star and lots more great titles. All this for £295. Phone Adam Matson (again!) on 0582-881048

Swap Hook, Thunderhawk and Zool for memory upgrade for A600. Also swap Speedball 2/Cadaver dual pack for Monkey Island 2. Phone Dave Owens on 0604-493845

I will swap Chaos Engine, Silly Putty, Frankenstein for any other good games like any of the Simpsons or Sports games. I have loads to swap. Phone Adam Goulding on 0736-798582

I will swap Zool for PGA Tour Golf or Another World. Write to Chris Mackinnon, Im Jungehag, 8, 65719 Hofheim 5, West Germany (I hope I got that right!).

Look at these pages - just look at 'em. Absolutely awash with bargains, pen friends and dubious contacts your mum probably wouldn't approve of. This is the biggest classifieds section around by far, and that is in part due to the fact that so many of you send in monster adverts. In an effort to keep Swap Shop short, snappy and readable, we are from next month going to introduce a nominal fee for those with verbal diarrhoea. You can still say a good bit for free, but should you want to list your entire software collection for example, then you'll have to stump up a couple of quid. Check the coupon overleaf...

(with Terrain Editor and Arch 1) for your: Pinball Fantasies, Archer Maclean's Pool, Superfrog, Lionheart or MacDonaldland. Phone Neil Clark on 0851-870460 I would like to swap Starblaze, Peter Beardsley's Football, Captain Fizz (say what?) and Paper Boy 2 for Secret of Monkey Island 2 or Prison III, Hyperforce, Yolanda and The Untouchables for Lure of the Temptress or Warp, Hydra, Spy vs Spy, Predator for Indy Fate Atlantis (adventure). Phone Steven Alexander on 0992 445245 SNES for sale. Five top games, including Mario Kart and Bubsy. Two joypads, US/JAP converter. Sell for £250 ONO. Phone Alistair Shephard on 0684-574191 For sale: Monkey Island 2, Boxed as new, £20 ONO. Also Rainbow Islands £8 ONO. Please phone 0403-822551 after 5 pm and ask for Geoff Noonan.

Has anybody got a copy of "Quest for Glory" Pt 2 - Trial by Fire? Swap Alien Breed 92 Ltd Edition, First Samurai (note the spelling, Mr Fordham!), Assassin, Pen pal WP to see £20 mint cont. Also Hardware for sale. Ring Tony Fordham on 0223-65394 I will swap Lemmings 2, Body Blows or The

Hewlett.

Swap/sell The Immortal, Populous, or Captain Planet and the Planeteers (all 500+ compatible) for Gremlins 1,2 or 3, any strategy or half-decent game (not platform). Also Iron Trackers (A500) for any budget (A500+). Write to Zoe Snead, 171 Hall Road, Hull, N Humberside, HU6 8SG

I am selling: Project X £15, Risky Wood £8, Sensible Soccer £10, Knight of the Sky £15, Striker & Zool £5 each, Robin Hood £7, Lotus 2 £5. Graham Taylor SC £10. Also wanted: Amiga contacts to swap games. Send lists to Tim Budgen, 4 Holyoake Avenue, Horsell, Woking, Surrey, GU21 4PW. Phone 0483-714903

Amiga contacts wanted between 13-14 must be 101% reliable (you'll be lucky pal) and must own an Amiga 1200. Must be male (Hey Nick, girls aren't that bad once you get to know 'em). Write to Nicholas Leeming, 11 Elsted Road, Greenfield Road, Oldham, OL3 7LL. Phone 0457-8733347

Will swap Aquaventura and Hudson Hawk for Steel Empire or Battle Isle. Call Simon Devany on 051-4243032

I want to swap Syndicate, Desert Strike,

info to Aldo Brown, 75 Rydal Road, Abbeydale, Sheffield, S8 0UR

I would like to sell Lemmings (unboxed) for £5, Narc for £5, Venus the Flytrap for £5, Rolling Ronnie £10, and Streetfighter 2 for £15. Also may swap for any decent games. Phone Jason Daborn on 0483-720948 To swap or sell: Some of Amiga's best games such as Wizkid, Jimmy White's Whirlwind Snooker, Espania Games 92 and World Class Leader Board. Phone Ben Klein on 0480-215656

I have Zool and would like to swap it for any of the following: Fire and Ice, Project X, Lotus III or Robocod. Phone Raymond Devlin on 0236-424661

Amiga Games: Dpaint IV, Desert Strike, C.G. Strip Poker, Final Fight, Pinball Fantasies, Road Rash, Little Puff, Shinobi £10 each. Also, swap Game Gear, 3 games, mains and car adaptor for Mega Drive with 2+ games or sell for £110 ONO. Call Daniel Rickards on 0452-713667

Wanted: Zombie from UbiSoft, will pay £5-8 or swap for Future Wars. I will also swap it for other adventures. Call Mark Holmes on 0843-593313

SWAP SHOP

Sale/swap Birds of Prey, Curse of Enchantia, Wizkid, Wordworth - unopened as new. Wanted, Legend of Kyrandia and Bat II. Phone D Dowson on 0865-69189

Swap: Espania 92, SF2, Super Fighter Compilation or Turtles 2 for your A-Train, Kyrandia or Ashes of Empire. Also Amiga contacts wanted, Britain only. Write to Lee Hughes, 5 Brierley Close, Bootle, Merseyside, L30 7QH

Wanted: D-point IV. Will swap for choice of 2 from: Birds of Prey, Mini Office, Project X, Putty, Pool, XJ220, etc or exchange portable CD player and Wordworth I-IV for 1200 accelerator 25MHZ and FPU. Phone Antonio Fulchini on 061-7207528

Please help: I recently bought Wizkid for the Amiga and I have managed to get to every level but 5. If anyone could help me I would be very grateful (and you thought this was just a Swap Shop! Come to think of it, so did I...) Phone Lisa Brown on 0909-562050

I will swap Perfect General, Sabre Team, Match of the Day, Premier Manager for Championship Manager 93. Write: M Morgan, 14 Crummock Road, Moorclose, Workington, Cumbria, CA14 3RS

Amiga contacts wanted. Fast 100% reply. Send lists, disk or letter to M Stevens, Flat 1, 553 Anlaby Road, Hull HV3 6HP

Female pen pals wanted aged between 13 and 16 (hey, are you sure you don't want to put favoured vital statistics down too, mate?). 101% reply guaranteed. Also, has anybody got a complete solution to Operation Stealth - willing to pay for it (heck!). Write to Chris Walker, 46 Main Street, Newthorpe Village, Notts NG16 2ET, or phone 0773-533380. (Chris is 15, by the way, ladies)

A500 + £500 worth of games Inc Syndicate, Goal!, Flashback etc, 4 joysticks, 2 mice, external drive, sound sampler all for sale. Worth £900, sell for £200-250 ONO or swap for A1200. Phone Paul Hollingworth on 0742-346810

I have Robocod/Kid Gloves II, Midwinter, Jimmy White's Snooker (Atari), 9 lives, and Lure of the Temptress. Wanted: Shuttle, Alien Breed 92, Superfrog, Dynablast, Eye of Beholder I and II, Knightmare, Black Crypt, Caesar, and Lemmings. Phone Samantha King on 0243-582411

For sale: GFA Basic interpreter £30. Also Super NES games, Super Star Wars £30, SuperAleste £30, Krusty's Super Fun House £20, Street Fighter 2 £40 and Super Mario Kart £25. Game Gear for sale with mains adaptor, carry case, Columns, Leaderboard, Sonic. Everything in good condition. Game Gear with everything - £115. Will pay for post. Phone Andrew Humphrey on 0608-677491

Easy AMOS wanted. Will swap or buy for reasonable price. Please contact keen programmer Martin Rolph on 0279-870756. Please please please (please please) is their some kind soul out there who will put my ZX Spectrum games (We're not sniggering, honest), especially 'Spectipede', onto a disk for me. I would dearly love to be able to play them on my Amiga 500 (can you really

do that?). Write to Mrs Julia Horsfield, 31 Somers Rd, Pleck, Walsall, West Midlands, WS2 9AU. Or phone 0922-32378.

Wanted: Second Front by SSL. Will pay cash or swap for one of the following - B-17, MI Tank Platoon, Blitzkrieg, Caesar or Railroad Tycoon. Preferably in good condition. Phone David West on 0623-640084

*** Chicks wanted - Bizarrely attractive yet somewhat spindly magazine Editor requires 16-22 year old females for cheap one off sexy fun. Send your replies to Alan Bunker, The PC mag, Paragon Publishing, Bournemouth. Snap shot apprec. ***

Games to sell: Advanced Destroyer Simulator, Another World, Corporation, Curse of Enchantia, European Superleague, Lemmings, Team Yankee, The Adventures of Robin Hood, The Hi-Tec Hanna-Barbera Cartoon Character collection, V12. All 10 for £80 ONO. Individual offers considered. Phone Sam Thurman on 061-7936173.

I am currently creating a cheat booklet, and would appreciate any contribution. For any major contributors of original cheats I will send a copy of the completed booklet, which should be worth having. Please post me your cheats. Write to Chris Dodd, 46 Ryhill Way, lower Earley Reading, Berkshire, RG6 4AZ
Amiga Hand scanner wanted: I will either pay up to £45 or swap for a Gameboy. Preferably Sussex/Eastbourne area. Also, exchange your old carts. One for one, no charge except postage. I have quite a few Gameboy carts. If interested phone Mark Clatworth on 833022 (Hey, Mark, what's the code?) or write to 4 Chestnut Close, Herstmonceux, E Sussex, BN27 4PU

Does anyone have a colour or B+W scanner for sale? Offers for £100 or less please. Contacts also wanted for games and hardware. Write to Jonathan Gwynn, 29 The Street, Bolney, West Sussex, RH17 5PE
Swap Zool for Formula 1 GP or No Second Prize; Bodyblows for Flashback; The Chaos Engine for Desert Strike; Harlequin for Robocop 3; Lotus II (original with instructions but no box) for Putty or Sleepwalker; The Award Winners (Space Ace, Kick Off II, Pipemania, Populous) for Robocop 3 or the Addams Family. All original and mint. Phone Dan Ratcliffe on 0384-839263.

Sell: A320 Airbus, Captain Planet, RBI Baseball 2, Sim City + Populous, Road Rash. Also would like to buy Elite, Elite 2. Make me an offer! Phone Christopher Diball on 091-4133872

Amiga contacts wanted, 100% reply. Send lists, disks, letters to Mike Whitfield, 34 Martello Park, Holywood, County Down, N Ireland, BT18 0DG

(TOM WARBOYS (?) - No address or phone number on your application slip, so don't blame us for your ad. not appearing!)
For sale or swap: Zool, Back to the Future 2, Striker No. 9, Man Utd European, Chuck Rock, Multi-Player Soccer Manager, Jimmy White's Whirlwind Snooker, all boxed and in good condition. Phone Matthew Bairsforth on 0274-678363

Amiga contacts wanted. 100% reply. Also penfriends wanted! And also coders, graphicists & musicians wanted (is that all?)! Also interested in all Lucasfilm games! Write to 14 year-old Ward Feys, Wingenestweg 47, 8730 Beernem, Belgium.

I am trying to set up my own PD library. So if you own any PD or you have written some yourself send it to me and I will try to send you back some high quality P.D. of the same amount on the same amount of disks (well, as long as that's clear, then). I cannot buy PD. Just send me a list if you'd rather. Write to Russell Lewis, 44 Moreton Road North, Luton, Beds., LU2 9DP

Will swap 2 of Simpsons, Lemmings, Captain Planet, and Microdeal Soccer for Monkey Island 2, The Chaos Engine, Indiana Jones (adv.), KGB, Lemmings 2, Gobliins 2, Waxworks or Pinball Fantasies. Phone S. Platt on 0788-561735

For sale: Amiga 500 1Mb, TV Modulator, Action Replay Mk III, Joysticks, Mice + mat, £500 of games incl. Sensible Soccer 1.1, Wizkid, Premier Manager. Sell for £325 ONO. Phone Alistair Shephard on 0684-574191

Wanted Amiga Contacts worldwide. 101% reply. Send lists/ disks etc to Michael Ruggier, 1 Indiana St, B'kara, Malta (wow, we sure have a lot of Maltese readers. Smart!).

For Sale: Zool £10, Body Blows £15, Striker £15, Street Fighter 2 £10, Speedball 2 £5, Crazy Cars 3 £10, Nigel Mansell's £10, Euro Football Champ, Lemmings 2 £15, The Chaos Engine £15, Under Pressure £8, John Barnes £8. Write to Simon Carter, 2 Ludford Drive, Heath farm, Shrewsbury, Shropshire, SY1 3DP

HELP - Could anyone help me with my Action Replay cartridge? You are supposed to do wonderful things with it but I cannot get the hang of it! (oo-er, etc). Write to Anthony Henfrey, 51 Smith Street, Balderton, Newark, Notts, NG24 3BA

For sale: Amiga games. Many new titles and many budget titles. For a taster I have Beast 3, Legend of Kyrandia, Monkey 1&2, Streetfighter 2, Curse of Enchantia, Fate of Atlantis, Lemmings, Heimdall, Legend, Double Dragon 2&3, plus many more. For full list and prices send SAE to Elizabeth Obiorah, 105 Gilmore Road, Lewisham, London SE13 5AB

For sale - Amiga games incl. Formula 1 GP, Railroad Tycoon, Premier Manager, Another World, Special Forces, Battle Isle, Kick Off 2, Sensible Soccer 92/93, £5 each. Phone Gary Bourke on 0202-423879 after 6pm.
I will swap my Lemmings 2 and 1, Sensible Soccer, WWF Euro Rampage, Tip Off and Graham Taylor's for your Monkey Island 2 and the Lure of the Temptress. All of my games are boxed and I might consider a 2 for 1 swap. Phone Paul Durrant on 0386-45044

Swap SimCity Deluxe for Lazer Squad, the other you choose. Also swap Body Blows for your Kyrandia. And Amiga contacts wanted, 100% reply. Send lists of games to

Lee Hughes, 5 Brierley Close, Bootle, Merseyside, L30 7QH

Amiga 500 1.3 Workbench for sale, 1 joystick and mouse with 1 meg. About £450 worth of games. Total value £1000, a bargain at £250. Cash only, no offers.

Phone Stephen Burnage on 0628-664671
Swap or sell Chaos Engine, Lemmings 2, Alien Breed 92, Espania 92, Sleepwalker, Putty, Epic, Nigel Mansell's GP, Op Stealth, Enchantia, Tempress, Prince of Persia, Streetfighter 2, Lemmings, Oh No! More Lemmings, Speedball, Turtles, Midwinter, Toyota Rally, Road Rash, Robocop, WWF Wrestlemania, Powerdrome, Battlechess. Wanted Indy Atlantis Adv. No pirates. Phone Dave bond on 0308-25561

Amiga contacts wanted. Interested in games, PD, UTS, etc. All letters replied to. Write: P Rance, 10 Pine Close, Convey Island, Essex, SS8 9JL

I will swap Tip Off, Shadow of the Beast 2 or Back to Future 2 for either Sensible Soccer 93 or Championship Manager 93. All originals please. Phone Danny Clarke on 081-5054986

I will swap/sell Indy Fate of Atlantis (arc Adv) £10, Dizzy Prince of Yoffolk £5, F16 Combat Pilot £5, Pushover £10, Streetfighter £3, Falcon £8, and an Alien 3 joystick £5, or swap a combination for Indy Fate of Atlantis (adv.) Monkey 2, Kyrandia or Larry 3,4,5. Phone Matt Lodge on 0606-783016

Sega Game Gear for sale. Has Sonic, Columns and mains Adaptor. I will swap only £75 Phone Mark Sherratt on 0782-610972

I will swap Rainbow Islands, Days of Thunder, Anarchy, Venus Fly Trap or Cricket Captain for Waxworks, Heimdall, Civilisation, the Human Race, SimEarth or/and Populous II. Ring Matthew Scowcroft on 0204-300972.

I have Fire & Ice, Kick Off II, Maniac Mansion, Heroquest, B17, Dark Seed, Pro Tennis II, The Greatest Compilation, both Pinball games. Swap for: Any good game, particularly Heroquest II, Legend, Legend II, Space Crusade, Knightmare. I will swap and buy. Send lists to Philip Bott, 44 Tallis Lane, Southcote, Reading RG3 3EB. Phone 0734-580514

Swap: Lure of the Temptress, WWF for Gunship 2000, Superfrog, UN Squadron, War in the Gulf, AV88 Harrier. Any one of the above for both my games. Phone Martin Britton on 0222-628584

Amiga contacts wanted, must be reliable. 100's of games and PD utilities. A1200 owners wanted especially. Send lists/disks to Matthew Ward, 72 Brookfield Road, Cheadle, Stockport, SK8 1ES (hey, contact-wanters! Why not read each others ads and get together? Am I a genius or what?).

Amiga contacts wanted to swap utilities, demos etc. 100% reply. Write: Simon Daisley, 10 Blythe Grove, kingstandine, Birmingham, B44 9LR

Will swap Kick Off 2 or Jimmy White Snooker for Reach for the Skies or Flashback or Desert Strike or a Sound Sampler. Also many Atari ST games for sale, all £5 or under. Write for a list of games to Simon Gymer, 42 St Mary's Park, Louth, Lincolnshire, LN11 0EF. Phone 0507-605244
Amiga games for sale - Abandoned Places 2 with official maps and hints £12. Lords of Time £10. Sabre Team £10. The Simpsons

£3. Ring R Phillips on 0206-250479

I will swap my Lemmings 2 for your Larry 1 and 2 or Goblins 2. Phone Ben Cope on Leics 266962.

Could anyone help me? I'm after an original copy of Rome AD92. I will swap two from Another World, Zool, Fire + Ice, Hook, Sim Earth, VideoKid and Humans for this one game. Phone Zak Locke on 0392-841755.

For sale: Amiga 500 1Mb Ram, joysticks, 80 top games, £200 ONO. Phone Christian Sibbs on 0789-842312

I will swap 7 games: Beast II, Awesome, Line of Fire, Bart Simpson vs The Space Mutants, Captain Planet and Back to the Future III for any 1 of these: The Chaos Engine, Dark Seed, Indy Jones (adv), B17 Flying Fortress, F1 GP, Railroad Tycoon and Waxworks.

Phone Andrew McMullan on 0454-617118 Please buy these games from me!! Monkey Island II, Crazy Cars III, Joe and Mac. All new, boxed, £15 each. Putty, Robocop III, Lethal Weapon, Pushover, Jupiter Masterdrive. £7 each No box. Phone Sam Godfrey on 0635-521228

Help! I am a soldier serving in Vitez in war-torn Bosnia (and you're still reading Amiga Action! Cripes!) I have managed to smuggle out my Amiga 500 + ten games but I have completed almost all of them (show off).

Could any readers with unwanted software send them to me to help keep me sane as I have another 5 months to do. Write: Brian Avanni, CBT support troop, 1st Field Sqn Royal Engineers, Operation Grapple 2 (Vitez) BFPO547. (Go on, send the guy some stuff. And Brian - stay out of trouble, man!)

For sale: Terminator 2, Thunderhawk, Hollywood Collection, Man Utd Europe, It Came from the Desert, Anthheads and Predator (budget) and The Manager. All boxed and original. £40 the lot - will also split. Phone Daniel Wood on 0282-866872

I will swap Bart vs Space Mutants, Lemmings, Prince of Persia and Sensible Soccer for Railroad Tycoon and Premier Manager. I want them so much I'll throw Jimmy White's in as well. Phone Jared Williamson on 0524-36207

I will swap F19-Stealth and Jaguar XJ 220 for either Championship Manager or Premier Manager. Phone Gregor Campbell on 0758-51140

Contacts wanted to swap latest games, utils, demos etc... Will reply to all letters ASAP. So start writing. Please enclose software lists. Write to Carl Martin, 56 Westward Place, Llangwydd Court, Bridgend, Mid Glamorgan, CF31 4XB

Will swap or sell: Zool or Body Blows for Superfrog, Lure of the Temptress or Bill's Tomato Game. Or for CDTV users, in CD form : Sherlock Holmes Consulting Detective or Simcity. Only people living in Belgium please. Lillas Stone, 9 Rue Leeman, 1320 Tourinnes-la-Grosse, Belgium.

Swap A500+ and loads of games approx £500 worth. Including Zool, F1GP, Striker, Road Rash, Transwrite, Robocop 3, and many more, for PC 286 or above. I love my Amiga but need PC for work (I hope this doesn't mean you'll stop buying Amiga Action!). Phone Mike Thompson on 0293-522665

Amiga 500+, 2 joysticks, 2 mouses, over

£400 of games inc. Goal!, Syndicate, Civilisation, etc, 1 Mb upgrade - will sell for £250 ONO. Phone Paul Hollingworth after 4pm on 0742-346810

I have: Crazy Cars 3, Jaguar XJ220, Obitus. Will swap for: Body Blows, Assassin, (enhanced version) Project X or Sensible Soccer 1.1. Also any cheat on Harlequin would be unstoppably helpful (wrong adjective, surely?). Write to John Francis, 37 Manorfield Close, Little Billing, Northampton. I have: The Manager, Man Utd Europe, Shadow of the Beast II, Back to the Future III, Plotting, Prince of Persia, Wayne Gretzky II, Test Drive, Insanity Fight and The Grail. I want other (new) games, preferably strategy or adventure. Also willing to sell any of the games listed. Write to Christian Stranger-Johannessen, St-Joergens gt.4, N-2300 HAMAR, NORWAY

I have: Crazy Cars 3, Obitus, Jaguar XJ220, Super Monaco GP, Shadow of the Beast 1+2. Swap for: Body Blows, Chaos Engine, Project X (enhanced), Flashback (will offer two for Flashback). Write to: John Francis, 37 Manorfield Close, Little Billing, Northampton (You again as well!!!! Some people really do take liberties...).

Game Gear for sale with 9 games which include Super Kick Off and Spiderman for the Master System (for use with the converter). The deal also includes a Master System to Game Gear converter and a mains adaptor with lots of doo dahs (lummie) for running other equipment, all for the measly sum of £170 or ONO. Buyer should live in or near Surrey. Phone Tom Brewer on 0883-713919

A couple of disks packed with game cheats available from J Allen, 2B, Wexford Road, Oxtou, Birkenhead, Merseyside. Apparently he also has a disk full of jokes. £2, for each of them.

Amiga contacts wanted, young, old, novices or experts, male or females all welcomed. 100% reply send lists/disks to Andy Neary of 6 Wye Street, Everton, Liverpool, LS 05X For sale: Amiga 500 (1Mb RAM), Workbench 1.3, Disks, Diskbox, joypad, Mouse, Mousemat, Power supply, TV modulator and leads, all boxed, mint condition, bargain only £230. Phone Sam Bolton on 0706-842126

Swap: Die Hard 2, Voodoo Nightmare, Fast Food, Time Machine, Platoon & The Untouchables for Nigel Mansell's or any good game, or sell above for £4 each. PS I would like to buy Blinky's School. Phone Christopher MacDonald on 0326-311722

Wanted: Police Quest 2, Kings Quest 1, Leisure Suit Larry 1 and Space Quest 2. Swap for Monkey Island II, Ween, Road Rash, Indy Jones (adv), Future Wars, Shinobi, Sly-Spy, and Hard Drivin'. Will swap 2 of my games for 1 of yours. Also wanted: Any game made by Sierra. Phone Ian Purcell on 051-9315918.

Will swap/sell Killing Game Show, Last Ninja II, Espania 92, Ninja Remix and Big Box II. All games apart from BBII are £5. BBII is £8. Swap for adventures. Any 3 of above for Indy Jones Atlantis (adv). Phone Robert Fraser on 0382-813696

(Stephen Pashley - sorry, we don't run that kind of thing)

Will swap Zool, Alien Breed 92,

Populous/Promised Lands, moonstone, Captain Planet, Bart/Mutants, Striker, for Dune 2, Sabre Team and Historyline, or 1 for 1. (erm, yes). Also C64 with 1 joystick, light gun, new tape deck, 150+ games, for £65. Phone Kenneth MacGregor on 0250-873560

A500 with 2Mb chip £200 ONO. Citizen 1200 £80, Zydec Megaboard for A500 £40 ONO, A500 512K upgrade (no clock), £15 ONO, 2Mb external RAM for a500/+ £80 ONO, PC880B disk drive £50 ONO, A500/+ Control centre £30 ONO. Phone Steve Gray on 0322-556189

I will swap Blitzkrieg (Battle at the Ardennes), Project X, Putty, Last Ninja 3, Barbarian 2, Sinbad and Pushover, Waterloo, Reach for the Skies, Their Finest hour, Enchantia, A320 Airbus. All letters answered. Many more titles to swap. Write to Robert Mifsud, 'Orion', Manuel Attard Str., Marsa, HMR 05, MALTA (erm, that sounds kind of familiar...)

Now available: Amazing 2-4 player tank game, inc. multiple weapons, 144 stages, mindblowing sound (FX and music), full AMOS source code, and other special features. Order quickly by sending £5 to Sebastian Grinhe, Manor House Farmhouse, Northstone, Bath, Avon, BA1 9AT

I have Lemmings 2, Populous 2, John Madden's, Another World, Oh No! Lemmings, BC Kid, Shadowlands. Will swap any for F1GP, Zool, Flashback. Write to Tom Day, 55 Juniper Ave., Matson, Glas, GL4 9AW

I would like to swap or sell Striker, Road

Rash, Lotus III, Archer Maclean's Snooker, 1 Mb Cricket, Jahangir Khan Squash. I would like Cannonfodder, Graham Gooch Cricket, Titus the Fox. Phone Neil Champion on 0278-426496

I want to sell my NES with 2 control pads and 3 great games, one brand new. Only 2 months old and worth over £150, but I will sell for £90 (all boxed). Phone Karl Sherwood on Kighley 600816 after 3pm Amiga contacts wanted worldwide. Please write to: Santiago Grima Correda, C/Principe de Viana No. 99, 6^o, 1^o, 25008 LLEIDA (SPAIN)

I want Flashback and will swap it for my Lemmings 2 and Rodlands or Nick Faldo's golf and Rodlands, and Rainbow Islands. What a barg. 3 for 1. Write: Martin Keegan, 60 The Lea, Trentham, Stoke-on-Trent, ST4 8DY

Wanted: Cheap printer for the A500. Also: Jimmy White's Snooker, Archer's Pool, Pinball Dreams + Fantasies, Body Blows, Pitfighter, Zool, Project X, Desert Strike and Titus the Fox. I have games to swap or sell. Write to Michael Lee, 21 Bentley mount, Sowerby Bridge, Halifax, HX6 2SQ

I am desperately trying to sell Lemmings 1+2 (both with giant boxes and full instructions), Monkey Island, Lure of the Temptress, Another World, 3D Construction Kit, and Video. A 200 capacity disk box, Project X (alas no box). All in excellent condition. Phone Alex Cater on 0582-608121.

Thousands of very very cheap Amiga games for sale. Contact Brad on 061 736 3764 (after 6pm only please.)

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NEXT MONTH...

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"Whaddya mean it's the end!"

Well, sorry, but it just is. We all feel the same way here, 'cos we've had a lovely time too, but hey – you know the score.

Roger was involved in a bit of an "incident" outside the local kebab house this month, and Steve bought a shiny new Astra from a dear old lady with no idea about value. Paul's been on his summer holidays. Two nights in the Cambridge Posthouse, because "he's busy". And then there's John. In he troops one Tuesday morning from his home in some remote village in Lanarkshire, or somewhere, and proceeds to churn out pages like a printing press! Fiona's abandoning us to work on PC Action, and has taken to uttering such filth as "Those Amigas – aren't the graphics just aaaw-ful?"

Oh God sorry! Next month – you'll want to know what's going in. Well let's see: we

should be able to review Gametek's **NASCAR** and **BATMAN RETURNS** by then, and finally... finally... **KRUSTY'S FUN HOUSE** and **ALIEN 3** should be completed, and we'll tell you what they're really like. **APOCALYPSE** is all but ready now, and in keeping with the flighty vein, **F117A** will be complete soon too. **K240** and **LEGACY OF SORASIL** will be popping in for reviews and sandwiches, likely as not, we'll be taking an early look at **MORTAL KOMBAT**, and there's something else, the name of which doesn't spring to mind right now. Dinosaurs, or something...

..EH? WOT? FATHER'S A POLICEMAN

If anyone has the slightest idea what the heck this means, please, PLEASE let us know, and we'll send you a reet smart game.

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